

To the world of tomorrow:

My name is Adol Christin,
and this is a chronicle of
my adventures in the land of
Celceta. I've only recently
started traveling, but have already
saved the land of Esteria from
certain destruction, and even
uncovered a lost civilization high
in the heavens. These events have
buoyed my spirits and reaffirmed
my desire to seek out new lands
and new journeys.

And where better to continue
that trek than Celceta?
From the rumors I've heard,
this seems to be a region mired
in political turmoil and ancient
intrigue. There's sure to be
something interesting to find
here, and I intend to record
every last detail on these pages -
from the people I meet, to
the terrain I traverse, to the
creatures I encounter.

May these notes find you
well, fellow traveler.

Adol Christin



- 2 .. A Little Background
- 8 .. Myself, and the People I've Come to Know Here
- 18 .. A Guide to Celcetan Trade and Customs
- 18 Quests
- 19 Status Ailments & Healing
- 20 Commerce & Industry
- 20 Buying
- 20 Selling
- 21 Exchanging
- 22 Reinforcing
- 26 Refining
- 28 Crafting
- 30 Unleashing
- 32 Synthesizing
- 34 Materials
- 42 .. Where My Travels Have Taken Me
- 42 Lost Memories
- 52 The Great Forest
- 60 Spirited Away
- 73 The Polluted River
- 86 Return to Casnan
- 88 The Primeval Lands
- 93 Recollections
- 99 The Sanctuary
- 110 .. Drawings Commissioned For Me by My Friend Dogi



The Great Forest of Celceta

A massive expanse of woodland for which no map exists, located in the northeastern regions of Ispani. Filled with ferocious beasts and other hazards, few dare set foot within, and even fewer return alive to tell the tale. Though it is technically Romun territory, even the Romun Army hesitates to journey inside. However, with an ongoing war against the Principality of Altago reaching its apex and rumors of gold veins extending throughout the region, that may not be the case for much longer.

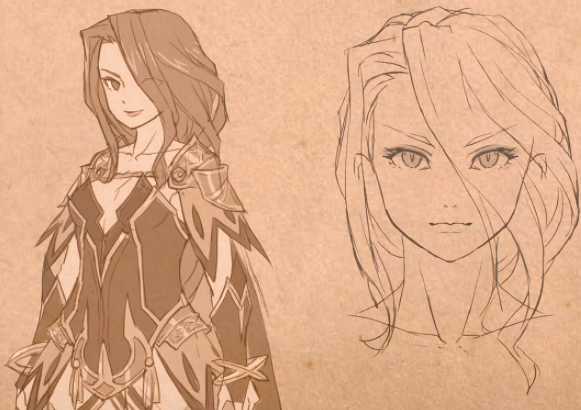


The Romun Empire

The empire which rules most of the continent of Europe through its overwhelming military might, with the city of Romn at its center. Seeking to expand its territory ever farther, it is currently engaged in conflict with the Afrocan Principality of Altago - though the war effort is mired in a stalemate. Recently, it has been seeking to expand its power and influence beyond mere territorial ownership, researching ancient technology as a means of strengthening its dominance.

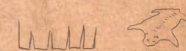
Casnan

Casnan is a Romun province located on the outskirts of the Great Forest. While its people initially resisted coming under Romun control, they were forced to surrender several years ago. Presided over by a string of Governor Generals sent from Romn, and permitted neither autonomy nor diplomatic rights, Casnan's inhabitants feel significant resentment toward their oppressors - a sentiment which seems to increase with each successive Governor General.



The Kingdom of Celceta

Several residents of the forest recount old legends of an ancient kingdom that once stretched to all corners of Celceta. Remnants of this kingdom can still be found in ruins scattered across the land - among them statues of a winged god. What happened to it, however, remains a mystery. Some say it sank into the sea of trees overnight, many centuries ago...



Comodo

A small village built around (and on) a large tree located in the Great Forest. Despite the harsh woodland environment, the villagers of Comodo live in relative peace, subsisting largely on food collected through hunting and foraging, gathering only as much as they actually need to survive. They have a unique custom of hanging masks on the walls of their homes to ward off evil.

Selray

Another small village built atop a large river that runs through the Great Forest, using the rapids as a form of natural defense

against the ferocious beasts that dwell nearby. Most of Selray's food comes from fishing, which is only possible thanks to the sacred creatures known as "Spardas."



The Primeval Lands

The western side of the Great Forest, across the Algon River, is regarded by most residents of Celceta merely as the "Primeval Lands." Because of the river's unusually strong rapids - strong enough that not even a Sparda can make it across safely - no one has ever successfully managed to set foot within them, and a thick mist blocks any view of what may be found there...

Spardas

Dragon-like creatures that have been roaming these lands for centuries, with bodies adaptable both to land and to water, as well as affable dispositions that make them relatively easy to tame. The Spardas have become an important part of life for the residents of Selray, allowing for bountiful fishing even in the river's turbulent waters. As a result, these amenable creatures have come to be thought of as "holy beasts," and are protected and cared for by Selray's young tribal chief, Ozma.

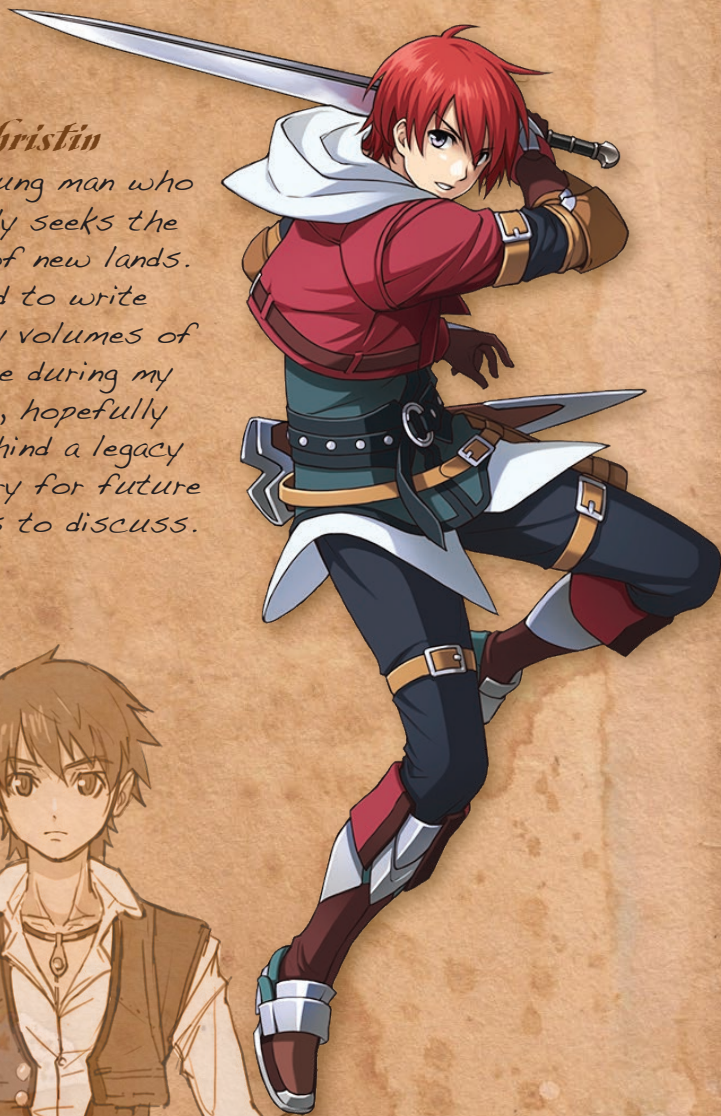


Myself, and the People I've Come to Know Here

Adol Christin

I am a young man who constantly seeks the wonders of new lands.

I intend to write many, many volumes of travelogue during my journeys, hopefully leaving behind a legacy of discovery for future generations to discuss.




Addendum:

This journal was found, waterlogged and half-buried, far from where I awoke (and under the most bizarre of circumstances). I don't remember anything other than my name.

I am currently accompanying Duren and several others on a new adventure, to help reaffirm my identity and determine exactly what caused this sudden amnesia. And based on how many people have recognized me thus far, and what they're claiming I've done, it seems I've been rather busy these past few weeks...





He claims to have met me before, though I obviously have no recollection of this.

Duren

Duren is an information dealer I encountered at a bar in Casnan. He's an extremely kind-hearted man (though he'd never admit it) who can't bring himself to walk away from someone in need, making him the ideal unwitting travel companion.



Karna

Karna is a cheerful, honest young girl who lives in the treetop village of Comodo within the Great Forest.

An extremely skilled huntress, she puts most of the other hunters in the village to shame with her accuracy and skill. Her weapon of choice is the throwing knife, though she has an unfortunate habit of throwing first and asking questions later...





Ozma

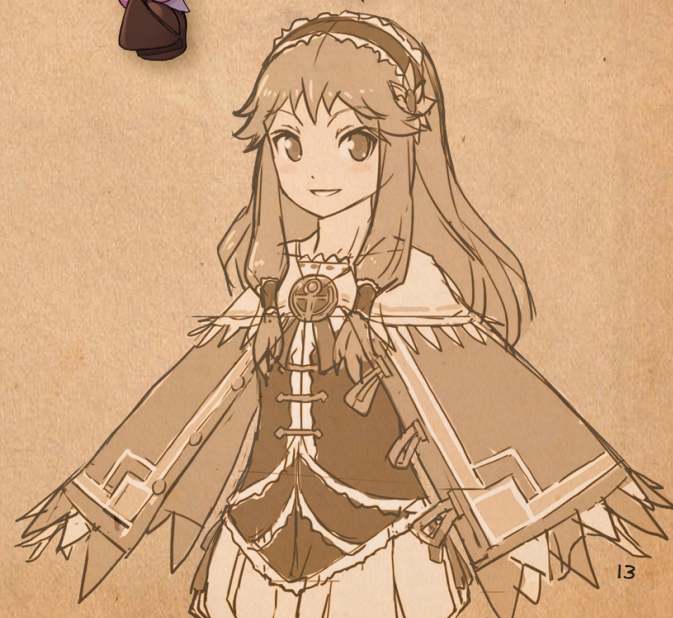
A resident of the riverside village of Selray within the Great Forest, and the sole remaining member of an ancient tribe tasked with caring for the sacred beasts known as Spardas. Despite his young age, he acts as the village's leader and has managed to uphold its peaceful ways for as long as he's been in charge. He is reliable and well-respected, but may act with uncharacteristic acrimony if anyone dear to him is insulted in any way.



Calilica

Calilica is an energetic, curious young girl who is mature beyond her years in many regards. She harbors something of a complex about her age and youthful appearance, and is constantly seeking to be recognized as an adult by those around her.

She looks up to Leeza as an older sister and will stop at nothing to be of assistance to her.



Leeza

Leeza is a polite, well-mannered young girl who lives in the same village as Calilica. She's kind-hearted and considerate to those around her, but nonetheless has a strong sense of determination and duty, and will occasionally act rashly to protect the people she holds dear.

Eldeel

Eldeel lives alone in a giant tower protected by endless lightning storms.

It seems I did meet him previously before losing my memories, but the circumstances of that encounter and the details of what we discussed are now known only to Eldeel himself.



Frieda

An intelligent and slightly mysterious warrior from an equally mysterious village deep within the forest, Frieda fights using a halberd and is usually accompanied by her homunculus partner, Nina. She has a pleasant disposition and projects an air of wisdom, but also seems as if she knows more than she lets on...



Gruda

A soldier sent to Celceta to unify the Romun and Celcetan armies and offer support to Governor General Griselda. He acts pleasantly toward me, but his true motivations and background are shrouded in mystery, even to Casnan's finest information dealers.



Bami

A magician I encountered while exploring the Great Forest, Bami appears to be an ally to Gadis.

Just what it is the two of them are doing in the forest, however, is information with which neither will soon part.



Gadis

Gadis is a burly man I encountered while exploring the Great Forest.

Calling himself a "beast tamer," he is vulgar and aggressive, using the beasts he's "tamed" to do his bidding and slaughter all who stand in his way.



Leo

Formerly a renowned and decorated general in Romn, Leo is currently a commander in the Celcetan Army. Though his reasons for being in Celceta are unknown, he dreams of one day returning to his homeland in a blaze of glory.

As a result of his extremely proud personality, he loathes all who stand out more than he, leading him to regard me as a rival and attempt to outdo me at every turn.



Sancho & Panza

Commander Leo's subordinates.

Seemingly not very capable soldiers, but they do remain loyal despite all they're forced to put up with.



Griselda

Griselda is the current Governor General of Celceta. Dignified and kind, she quickly began to win popularity among the people of Casnan by working to improve the public services of the region - something previous Governor Generals had largely neglected to do.



A Guide to Celcetan Trade & Customs

• Quests

Wherever there are a lot of people gathered, there's likely to be a bulletin board with important notices posted on it. This is known as a quest board.



After you examine any of the individual postings on this board, you can confirm the details of the quest in your journal. Follow the indicated instructions in order to fulfill the task at hand and collect your reward.

The person who placed this request will have a "QUEST" mark displayed above his/her head.



Speaking with this person will yield further details on what exactly you're being asked to do.

Since each quest is associated with a specific city, town or village, details on individual quests I've personally encountered will be noted in the appropriate sections of this travel journal.

• Status Ailments & Healing

Celceta is a dangerous place, and it's not at all uncommon for its denizens to infect unwary travelers with various ailments. Each of these will naturally dissipate over time, but that's only if you have enough constitution to see it through.

If you think you might not make it, there are other options: you can touch a travel monument, enter a campground, use an appropriate recovery item or just stand still and rest for a while to speed up the healing process.

Regardless of how you deal with these afflictions, the first step is always the same: learning to diagnose them. To that end, this chart - indicating all known status ailments among Celcetan wildlife - may be of some assistance:

Ailment	Icon	Duration	Effect	Cure
Poison		Long	HP steadily decreases.	Antidote Powder, Catholicon
Paralysis		Long	Occasionally unable to move for a second or two.	Anti-Paralysis Powder, Catholicon
Heavy		Mid	Movement speed severely decreases.	Catholicon
Burning		Short	HP decreases rapidly.	Catholicon
Freezing		Short	Completely unable to move.	Catholicon
Misfortune		Long	Gold is lost whenever damage is taken.	Purification Powder, Catholicon
Curse		Long	All enemy attacks are critical hits.	Purification Powder, Catholicon

-Commerce & Industry-

Characters with shopping services on offer will have a "SHOP" mark displayed above their heads. Interacting with these characters will allow you to take advantage of these services.

• Buying

The trading of gold for items. The category of item on display can be changed via the shoulder buttons on a gamepad, and the desired item can be selected from the resulting list with up and down directional input.



Categories

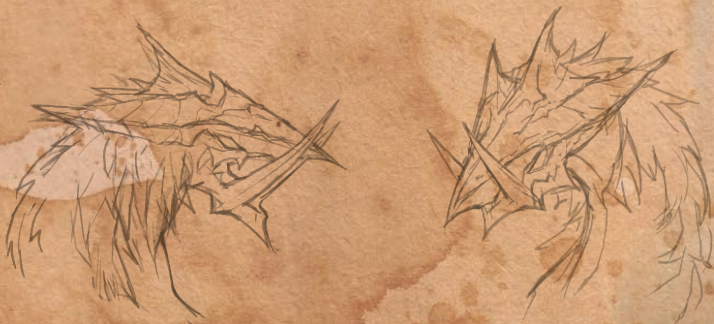
List of items

Status

Detail on selected item

• Selling

The trading of items for gold. Functions exactly the same as buying items, but displays your current inventory rather than a selection of wares.



• Exchanging

An old-fashioned barter system where items you don't need, such as Brittle Bones and Rotting Leaves, can be exchanged for much more useful things - provided you have enough of them. Works just like buying items, except you're spending other items on them instead of gold.



Necessary items for trade

Detail on selected item

I've noted all the items I've found for sale and trade thus far in the sections of this journal pertaining to each individual city, town and village I've come across.



• Reinforcing

Weapons or armor you have on hand can be reinforced with various materials, increasing their offensive or defensive statistics or adding other effects in any of eight different attributes. The more they've been reinforced in a given attribute, the more noticeable the effect of that attribute will become.

This functions nearly identically to buying, selling or exchanging items.



Select →
material for
reinforcement



Confirm →
reinforcement



Weapon reinforcement attributes:

Attack (ATK)	Increases damage inflicted on enemy .
Absorb (ABSB)	Restores some HP to attacker when enemy is damaged.
Critical (CRIT)	Adds or improves chances of scoring critical hits when attacking.
SP Boost (SP)	Increases SP received when attacking.
Poison (POIS)	Adds or improves chances of inflicting “poison” status when attacking.
Paralysis (PARA)	Adds or improves chances of inflicting “paralysis” status when attacking.
Burning (BURN)	Adds or improves chances of inflicting “burning” status when attacking.
Freezing (FRZN)	Adds or improves chances of inflicting “freezing” status when attacking.

Armor reinforcement attributes:

Defense (DEF)	Reduces damage dealt by enemies.
Recovery (HEAL)	Causes HP to recover slowly over time.
Evasion (EVA)	Adds or improves chances of enemy attacks failing to connect.
Speed (SPD)	Increases wearer’s movement speed.
Poison (POIS)	Reduces duration of “poison” ailment.
Paralysis (PARA)	Reduces duration of “paralysis” ailment.
Burning (BURN)	Reduces duration of “burning” ailment.
Freezing (FRZN)	Reduces duration of “freezing” ailment.



-Material Effects-

Mineral Ore

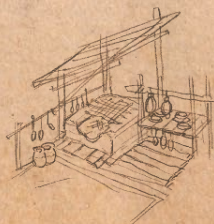
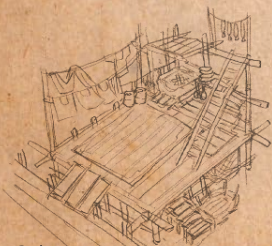
Material	ATK/DEF	ABS/HEAL	CRIT/EVA	SP/SPD	POIS	PARA	BURN	FRZN
Iron Ingot	1	0	0	0	0	0	0	0
Silver Ingot	3	0	0	0	0	0	0	0
Gold Ingot	5	0	0	0	0	0	0	0
Emerald	0	0	0	0	5	0	0	0
Topaz	0	0	0	0	0	5	0	0
Ruby	0	0	0	0	0	0	5	0
Sapphire	0	0	0	0	0	0	0	5
Amethyst	0	5	0	0	0	0	0	0
Onyx	0	0	5	0	0	0	0	0
Diamond	0	0	0	5	0	0	0	0
Gold Pedestal Replica	1	1	1	1	1	1	1	1
Gold Pedestal	9	9	9	9	9	9	9	9

Plant Materials

Material	ATK/DEF	ABS/HEAL	CRIT/EVA	SP/SPD	POIS	PARA	BURN	FRZN
Fresh Leaf	1	-1	0	0	0	-1	0	1
Roda Leaf	0	0	0	0	3	3	3	3
Marl Flower	-1	0	0	1	1	0	-1	0
Yupel Flower	1	0	1	0	1	0	1	0
Libra Flower	0	2	1	0	0	1	0	2
Celcetan Flower	3	0	3	3	0	0	0	3
Chito Nut	0	0	1	-1	0	1	0	-1
Raparo Fruit	1	1	0	0	0	2	0	0
Arieda Fruit	0	0	2	1	1	0	2	0
Roda Fruit	1	9	1	1	0	0	0	0
Sturdy Lumber	0	1	-1	0	-1	0	1	0
Nocturnal Mushroom	0	1	0	1	1	0	0	0

Beast Materials

Material	ATK/DEF	ABS/HEAL	CRIT/EVA	SP/SPD	POIS	PARA	BURN	FRZN
Sturdy Bone	1	-1	1	0	1	0	0	0
Sturdy Hide	0	1	0	0	0	1	-1	-1
Sturdy Shell	-1	0	1	-1	0	0	1	0
Strong Hair	0	0	0	1	-1	-1	0	1
Clear Liquid	1	-1	-1	0	1	0	0	0
Poisonous Organ	0	0	0	0	2	1	0	0
Spider Web	0	0	1	1	1	0	0	0
Beast Fang	2	1	0	0	0	1	0	0
Indestructible Shell	1	0	2	0	0	1	0	0
Hard Scale	0	1	1	0	0	0	0	1
Frog Extract	0	0	0	1	1	0	2	0
Soft Fur	0	0	0	1	2	0	2	0
Fluffy Fur	0	1	0	0	0	2	0	2
Fierce Beast's Claw	1	2	2	0	0	0	0	0
Bizarre Hide	0	0	0	0	0	1	2	2
Acidic Liquid	0	2	0	1	2	0	0	0
Slime Mold	0	0	0	1	1	1	1	1
Titanic Bone	2	0	0	0	2	2	0	0
Tribal Cloth	0	2	2	1	1	0	0	0
Axe Tail	2	0	2	0	1	0	0	1
Buffalo Horn	0	2	1	0	0	2	1	0
Monkey King's Hair	1	0	1	0	0	2	3	0
Boar Exoskeleton	1	2	2	0	0	0	0	2
Hammer Beak	2	0	2	2	1	0	0	0
Monstrous Talon	0	0	0	0	2	2	2	2
Awful Carapace	3	3	3	0	0	0	0	0
Sharp Horn	3	0	0	0	0	0	0	6
Drill Beak	3	0	3	3	0	0	0	0
Cursed Blade	0	6	6	0	0	0	0	0



Refining

The metals and gems used to reinforce weapons and armor can be created through a refining process.

Refining ore requires a set amount of gold and coal based on the value of the materials.

The refining process looks a bit like this:

Necessary materials

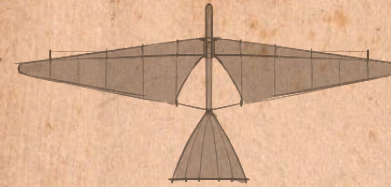
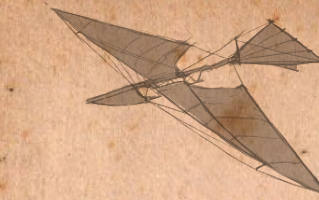


Detail on selected ore

The following chart shows all refinable metals and gems available in Celceta, along with information on the exact materials (and cost) required for the process:

Refining Ore

Item	Cost (G)	Material 1	Material 2
Iron Ingot	100	Iron Ore x 3	Coal x 3
Silver Ingot	600	Silver Ore x 3	Coal x 3
Gold Ingot	1200	Gold Ore x 3	Coal x 3
Emerald	500	Green Stone x 3	Coal x 3
Topaz	500	Yellow Stone x 3	Coal x 3
Ruby	750	Red Stone x 3	Coal x 3
Sapphire	750	Blue Stone x 3	Coal x 3
Amethyst	1500	Purple Stone x 3	Coal x 3
Onyx	1500	Black Stone x 3	Coal x 3
Diamond	3000	Starlight Stone x 3	Coal x 10



• Crafting

At Saisen's Workshop in Comodo Village, you can craft accessories from base materials.

Here's what this process looks like:



All accessories created in this fashion have strong effects, so be sure to craft whenever the opportunity presents itself. The following chart indicates exactly which materials are needed to craft any given accessory:



Crafting Accessories

Item	Cost (G)	Material 1	Material 2	Material 3	Material 4
Life Ring I	100	Iron Ore	Sturdy Bone	-	-
Life Ring II	1000	Iron Ingot	Indestructible Shell	Emerald	-
Life Ring III	3000	Silver Ingot	Bizarre Hide	Emerald	Indestructible Shell
Life Ring IV	5000	Gold Ingot	Titanic Bone	Emerald	Buffalo Horn
Power Ring I	100	Iron Ore	Sturdy Hide	-	-
Power Ring II	1000	Iron Ingot	Indestructible Shell	Ruby	-
Power Ring III	3000	Silver Ingot	Bizarre Hide	Ruby	Beast Fang
Power Ring IV	5000	Gold Ingot	Titanic Bone	Ruby	Drill Beak
Shield Ring I	100	Iron Ore	Sturdy Shell	-	-
Shield Ring II	1000	Iron Ingot	Indestructible Shell	Topaz	-
Shield Ring III	3000	Silver Ingot	Bizarre Hide	Topaz	Hard Scale
Shield Ring IV	5000	Gold Ingot	Titanic Bone	Topaz	Boar Exoskeleton
Skill Ring I	100	Iron Ore	Strong Hair	Clear Liquid	-
Skill Ring II	1000	Iron Ingot	Indestructible Shell	Sapphire	Monkey King's Hair
Skill Ring III	3000	Silver Ingot	Bizarre Hide	Sapphire	Awful Carapace
Skill Ring IV	5000	Gold Ingot	Titanic Bone	Sapphire	Cursed Blade
Blue Ornament	200	Strong Hair	Sturdy Shell	-	-
Gold Ornament	1200	Strong Hair	Sturdy Shell	Gold Ingot	-
Blue Tree Earring	4000	Sturdy Lumber	Bizarre Hide	Sapphire	Soft Fur
Spirit Tree Earring	4000	Sturdy Lumber	Bizarre Hide	Amethyst	Fluffy Fur
Courage Belt	5000	Bizarre Hide	Fierce Beast's Claw	Sapphire	-
Mystical Belt	8000	Bizarre Hide	Tribal Cloth	Amethyst	Sharp Horn
Wanderer's Cloak	500	Sturdy Hide	Strong Hair	Spider Web	-
Hero's Cloak	1000	Sturdy Hide	Strong Hair	Buffalo Horn	Monkey King's Hair
Risky Bandana	1000	Strong Hair	Fierce Beast's Claw	-	-
Perilous Bandana	4000	Strong Hair	Monstrous Talon	-	-
Courage Scarf	5000	Soft Fur	Sapphire	-	-
Hermit's Scarf	5000	Fluffy Fur	Onyx	-	-
Tactician's Gloves	6000	Bizarre Hide	Hard Scale	-	-
Immovability Belt	7000	Bizarre Hide	Tribal Cloth	Hammer Beak	-
Flash Bracelet	10000	Cursed Blade	Axe Tail	Hammer Beak	Drill Beak
Flash Anklet	10000	Cursed Blade	Buffalo Horn	Boar Exoskeleton	Awful Carapace
Snake Amulet	200	Sturdy Bone	Poisonous Organ	-	-
Swallow Amulet	200	Sturdy Bone	Spider Web	-	-
Thunder Beast Charm	200	Sturdy Bone	Beast Fang	-	-
Crimson Scale Charm	1000	Sturdy Bone	Ruby	Hard Scale	-
Azure Scale Charm	1000	Sturdy Bone	Sapphire	Hard Scale	-
Silver Dragon Charm	3000	Sturdy Bone	Silver Ingot	Monstrous Talon	-
Gold Dragon Charm	3000	Sturdy Bone	Gold Ingot	Monstrous Talon	-
Warrior Seal I	300	Sturdy Shell	Strong Hair	Sturdy Lumber	-
Warrior Seal II	1000	Indestructible Shell	Strong Hair	Sturdy Lumber	-
Warrior Seal III	4000	Indestructible Shell	Strong Hair	Sturdy Lumber	Awful Carapace
Warrior Seal IV	8000	Indestructible Shell	Strong Hair	Sturdy Lumber	Sharp Horn
Silver Axe	1000	Silver Ingot	Axe Tail	-	-
Golden Axe	1500	Gold Ingot	Axe Tail	-	-
Sage's Diadem	2000	Silver Ingot	Emerald	Topaz	Boar Exoskeleton
Saint's Diadem	12000	Gold Ingot	Monkey King's Hair	Boar Exoskeleton	-
Spirit Necklace	10000	Gold Ingot	Titanic Bone	Diamond	-

• Unleashing

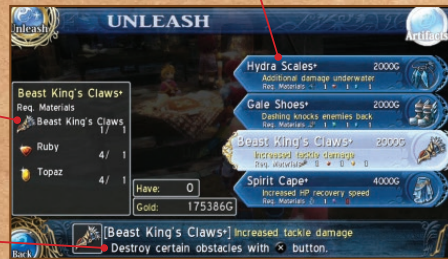
At Philemon's Workshop in a place called "Highland," you can use materials to unleash the full potential of magic artifacts. Each artifact receives a different bonus when unleashed.

This rather remarkable process has a surprisingly ordinary appearance:

List of available artifacts

Necessary materials

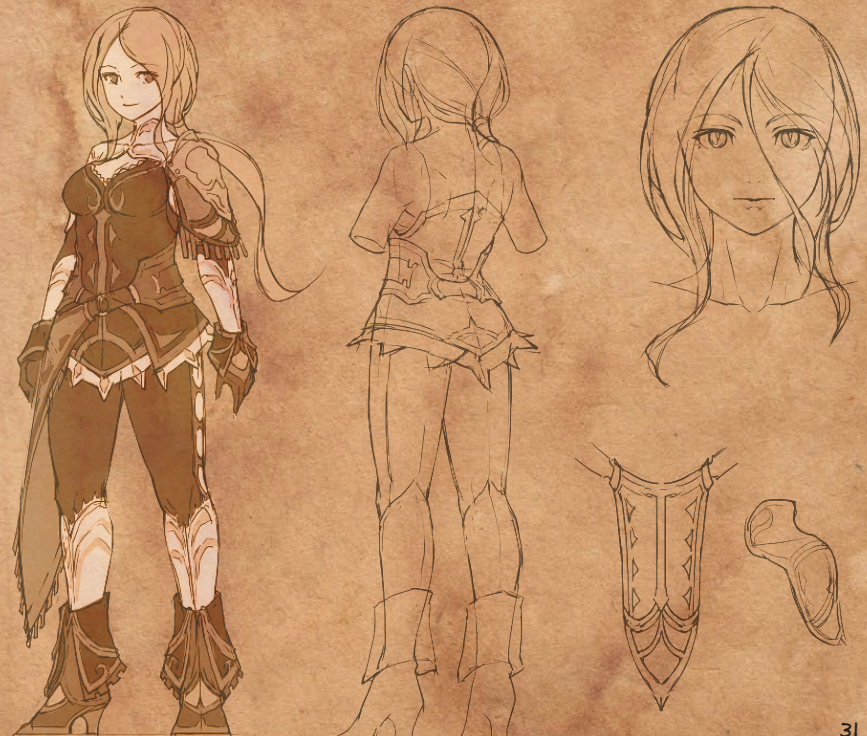
Detail on selected artifact



While the exact benefits of unleashing an artifact aren't typically known until after the unleashing has occurred, the following chart (based on my own experiences) may be able to help you get a leg up on that - but please, don't tell anyone I spoiled the surprise!

Unleashing Artifacts

Item	Cost (G)	Material 1	Material 2	Material 3	Material 4	Added Effect
Dwarf Bracelet+	-	-	-	-	-	No reduction to STR or DEF.
Water Dragon's Scales+	2000	Water Dragon's Scales	Ruby	Sapphire	-	Deal added damage underwater.
Gale Shoes+	2000	Gale Shoes	Emerald	Sapphire	-	Dashing knocks enemies back.
Beast King's Claws+	2000	Beast King's Claws	Ruby	Topaz	-	Tackle damage increased.
Spirit Cape+	4000	Spirit Cape	Amethyst	-	-	HP recovery speed increased.
Sacred Beast Collar+	4000	Sacred Beast Collar	Diamond	-	-	Movement speed increased.
Aeolus Urn+	4000	Aeolus Urn	Amethyst	Ruby	Sapphire	Occasionally gain extra gold.
Ares Seal+	4000	Ares Seal	Onyx	-	-	Further increase gauge's fill rate.



• Synthesizing

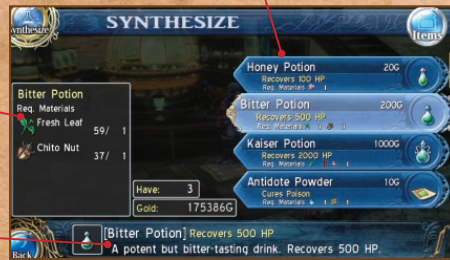
At a certain magic laboratory in a certain mysterious village, you can use materials to synthesize medicinal items. Some rare items can only be obtained this way.

Again, the appearance of this amazing process looks surprisingly ordinary:

List of available items

Necessary materials

Detail on selected item



Please refer to this chart for further information on which items may be synthesized, and which materials are needed to do it:



Synthesizing Consumables

Item	Cost (G)	Material 1	Material 2	Material 3
Honey Potion	20	Marl Flower	-	-
Bitter Potion	200	Fresh Leaf	Chito Nut	-
Kaiser Potion	1000	Roda Leaf	Acidic Liquid	-
Antidote Powder	10	Clear Liquid	Yupel Flower	-
Anti-Paralysis Powder	20	Clear Liquid	Raparo Fruit	-
Purification Powder	50	Clear Liquid	Slime Mold	-
Catholicon	100	Clear Liquid	Libra Flower	Arieda Fruit
Roda Droplet	100	Fresh Leaf	Clear Liquid	-
Celcetan Panacea	2000	Celcetan Flower	Roda Fruit	-
Life Elixir	5000	Roda Leaf	Fresh Leaf	Clear Liquid
Power Elixir	5000	Roda Fruit	Raparo Fruit	Arieda Fruit
Guard Elixir	5000	Celcetan Flower	Yupel Flower	Libra Flower
Shield Tablet	500	Nocturnal Mushroom	Raparo Fruit	-
Skill Tablet	500	Nocturnal Mushroom	Libra Flower	-
Enigma Tablet	500	Nocturnal Mushroom	Slime Mold	-
Healing Tablet	1000	Nocturnal Mushroom	Yupel Flower	-
Power Tablet	2000	Nocturnal Mushroom	Arieda Fruit	-



• Materials

All this talk of reinforcing, refining, crafting, unleashing and synthesizing has one common thread running beneath it: materials. Without the right materials, you're at the whim of the shopkeepers and must pay whatever prices they ask for goods that are likely inferior to those you can make yourself.

To help facilitate an intelligent use of Celceta's industries, I've compiled the following list of materials, identifying exactly where and how you're able to acquire each one of them. May this list prove as useful to you in your adventures as it has been to me in mine!

Mineral Ore

Material	Treasure@	Harvest@	Buy/Trade@	Monster Drop From	Received From Quest
Iron Ingot	Casnia Mine, Beast Plains	-	-	-	-
Silver Ingot	Sacred Beasts' Lair	-	-	-	-
Gold Ingot	Forest of Dawn: East, Forest of Dawn: West, Ashen Forest: Mias. Road	-	-	-	-
Emerald	Gidona Crater, Tower of Providence	-	-	-	-
Topaz	Forest of Dawn: East, Sacred Beasts' Lair	-	-	-	-
Ruby	Forest of Dawn: East, Underground Ruins	-	-	-	-
Sapphire	Sacred Beasts' Lair, Underground Ruins, Tower of Providence	-	-	-	-
Amethyst	Lake Tolmes Ruins, Iris: Silver Area	-	-	-	-
Onyx	Forest of Dawn: Nameless Ruin, Lake Tolmes Ruins	-	-	-	-
Diamond	Mt. Vesuvio: Snowy Peak, Iris: Bronze Area	-	-	-	-
Gold Pedestal Replica	Forest of Dawn: Nameless Ruin	-	Casnan	-	-
Gold Pedestal	-	-	Casnan	-	-
Coal	Forest of Dawn: East, Forest of Spores, Lake Tolmes Ruins	(Virtually everywhere)	-	-	"Challenge!"

Mineral Ore (continued)

Material	Treasure@	Harvest@	Buy/Trade@	Monster Drop From	Received From Quest
Iron Ore	Forest of Dawn: Stream, Gidona Crater, Sacred Beasts' Lair	(Virtually everywhere)	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Cutro (Casnia Mine), Totoankh (Iris)	-
Silver Ore	Lake Tolmes Ruins	(Virtually everywhere)	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Vezfes, Shehazask (Iris), Pulgart (Colonia Art. Lab.), Vivuig (Tower of Providence)	-
Gold Ore	Table Mtn.: Halfway, Colonia Battlefield, Colonia Art. Lab.	Forest of Dawn: West, Ashen Forest: Marshland, Colonia Battlefield	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Vivuigol (Tower of Providence), Rudogodde (Iris)	"Challenge!" "The Runaway Chick" "The Naughty Chick" "The Wandering Chick"
Green Stone	Forest of Dawn: Wetlands, Algon River Basin, Mt. Vesuvio: Snowy Peak	Forest of Dawn: Nameless Ruin, Sacred Beasts' Lair, Jade Cave, Algon River Basin, Ashen Forest: Mias. Road, Forest of Spores	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Gelgrarga (Tower of Providence), Toqone (Iris)	-
Yellow Stone	Forest of Dawn: Stream	Forest of Dawn: Nameless Ruin, Gidona Crater, Ancient Burrow, Jade Cave, Table Mtn.: Summit, Table Mtn.: Halfway, Ashen Forest: Mias. Road	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Rogiong (Tower of Providence), Sonarm (Iris)	-
Red Stone	Forest of Dawn: West, Table Mtn.: Halfway, Iris: Silver Area	Forest of Dawn: West, Jade Cave, Underground Ruins, Forest of Spores, Colonia Art. Lab.	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Inslope (Tower of Providence), Galba-Muva, Toqone (Iris)	-
Blue Stone	Forest of Dawn: West, Iris: Silver Area	Forest of Dawn: West, Jade Cave, Underground Ruins, Mt. Vesuvio: Snowy Peak, Elduke Outskirts: Mt. Pass	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Avabish (Mt. Vesuvio: Snowy Peak), Vivuig (Tower of Providence), Sonarm (Iris)	-
Purple Stone	Sanctuary Approach, Tower of Providence, Iris: Gold Area	Ashen Forest: Mias. Road, Ashen Forest: Marshland, Forest of Spores, Elduke Outskirts: Mt. Base, Mt. Vesuvio: Snowy Peak	-	Godenas, Goras, Denas (Colonia Art. Lab.), Sidgodde (Iris), Zelsitu (Tower of Providence)	-
Black Stone	Frog's Inn, Iris: Gold Area	Forest of Spores, Mt. Vesuvio: Snowy Peak	-	Galba-Zera (Colonia Art. Lab.), Zenoranpa (Iris)	-
Starlight Stone	Mt. Vesuvio: Snowy Peak, Iris: Gold Area	Mt. Vesuvio: Snowy Peak, Colonia Art. Lab.	-	Jadelos (Iris)	-

Plant Materials

Material	Treasure@	Harvest@	Buy/Trade@	Monster Drop From	Received From Quest
Fresh Leaf	-	Table Mtn.: Peak, Table Mtn.: Halfway, Ashen Forest: Outskirts, Mt. Vesuvio: Snowy Peak	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Guspoun (Underground Ruins), Dizwalla (Ashen Forest), Barazowalla, Bozowalla (Forest of Dawn), Madagora (Elduke Outskirts)	-
Roda Leaf	Lake Tolmes Ruins, Iris: Bronze Area	-	Roos' Nest	-	-
Marl Flower	-	Forest of Dawn: East, Forest of Dawn: Nameless Ruin, Sanctuary Approach, Ashen Forest: Mias. Road, Ashen forest: Marshland, Ashen Forest: Outskirts, Colonia Battlefield, Mt. Vesuvio: Snowy Peak	Comodo, Selray, Roos' Nest, Colonia Art. Lab.	Floura (Forest of Dawn)	-
Yupel Flower	-	-	Comodo, Selray, Roos' Nest, Colonia Art. Lab.	-	-
Libra Flower	-	-	Comodo, Selray, Roos' Nest, Colonia Art. Lab.	Madogra-Slef (Ashen Forest)	-
Celcetan Flower	Iris: Bronze Area	-	Roos' Nest	-	"Signature Collector"
Chito Nut	-	Forest of Dawn: East, Plateau Path, Plateau Path: Stargazer Ruins, Table Mtn.: Halfway, Ashen Forest: Mias. Road, Ashen Forest: Outskirts, Colonia Battlefield, Mt. Vesuvio: Snowy Peak, Elduke Outskirts: Mt. Pass	Comodo, Selray, Roos' Nest, Colonia Art. Lab.	Canolen (Forest of Dawn)	"Shopkeeper for a Day"
Raparo Fruit	-	Sanctuary Approach, Table Mtn.: Halfway, Elduke Outskirts: Mt. Base, Mt. Vesuvio: Snowy Peak, Elduke Outskirts: Mt. Pass	Comodo, Selray, Roos' Nest, Colonia Art. Lab.	Madogra-Slef (Ashen Forest)	"Shopkeeper for a Day"
Arieda Fruit	-	-	Comodo, Selray, Roos' Nest, Colonia Art. Lab.	Madogra-Slef (Ashen Forest)	"Shopkeeper for a Day"
Roda Fruit	Colonia Art. Lab., Iris: Bronze Area	-	Roos' Nest	-	-
Sturdy Lumber	-	Waterfall Cave, Forest of Dawn: Sunlit Ruins, Gidona Crater, Ancient Burrow, Misty Peak, Sacred Beasts' Lair, Forest of Dawn: West, Jade Cave, Sanctuary Approach, Table Mtn.: Summit, Table Mtn.: Halfway, Ashen Forest: Mias. Road, Ashen Forest: Marshland, Forest of Spores, Mt. Vesuvio: Snowy Peak	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Pigbulb (Sacred Beasts' Lair)	-

Plant Materials (continued)

Material	Treasure@	Harvest@	Buy/Trade@	Monster Drop From	Received From Quest
Nocturnal Mushroom	-	Forest of Dawn: Nameless Ruin, Forest of Dawn: Sunlit Ruins, Subterranean Forest, Ashen Forest: Marshland, Forest of Spores, Colonia Battlefield	Danan	-	-
Rotting Leaf	-	Beast Plains, Forest of Dawn: East, Forest of Dawn: Wetlands, Forest of Dawn: West, Forest of Dawn: Stream, Forest Labyrinth, Gidona Crater, Ancient Burrow, Algon River Basin, Plateau Path, Plateau Path: Stargazer Ruins, Sanctuary Approach, Ashen Forest: Mias. Road, Ashen Forest: Marshland, Elduke Outskirts: Mt. Base, Elduke Outskirts: Mt. Pass, Colonia Battlefield	-	Canolen, Barazowalla, Floura, Bozowalla (Forest of Dawn), Dizwalla (Ashen Forest), Madagora (Elduke Outskirts)	-
Wilted Flower	-	Beast Plains, Forest of Dawn: East, Forest of Dawn: Nameless Ruin, Forest of Dawn: Wetlands, Forest of Dawn: West, Forest of Dawn: Stream, Forest Labyrinth, Gidona Crater, Ancient Burrow, Algon River Basin, Plateau Path, Plateau Path: Stargazer Ruins, Table Mtn.: Summit, Table Mtn.: Halfway, Elduke Outskirts: Mt. Base	-	Floura (Forest of Dawn)	-
Rotting Fruit	-	Beast Plains, Forest of Dawn: East, Forest of Dawn: Wetlands, Forest of Dawn: West, Forest of Dawn: Stream, Gidona Crater, Ancient Burrow, Algon River Basin, Plateau Path, Plateau Path: Stargazer Ruins, Sanctuary Approach, Table Mtn.: Halfway, Elduke Outskirts: Mt. Base, Mt. Vesuvio: Snowy Peak, Elduke Outskirts: Mt. Pass	-	Canolen (Forest of Dawn)	-
Damaged Lumber	-	Waterfall Cave, Forest of Dawn: Sunlit Ruins, Gidona Crater, Ancient Burrow, Misty Peak, Sacred Beasts' Lair, Forest of Dawn: West, Jade Cave, Sanctuary Approach, Table Mtn.: Summit, Table Mtn.: Halfway, Ashen Forest: Mias. Road, Ashen Forest: Marshland, Forest of Spores, Mt. Vesuvio: Snowy Peak	-	Pigbulb (Sacred Beasts' Lair)	-

Beast Materials

Material	Treasure@	Harvest@	Buy/Trade@	Monster Drop From	Received From Quest
Sturdy Bone	-	Ashen Forest: Marshland	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Vargin, Cobonga, Bozuonga, Rangoa (Forest of Dawn), Vilma (Ashen Forest), Crocle (Algon River Basin), Gemelon (Table Mtn.), Complerra (Underground Ruins), Compleras, Pogarov (Colonia Battlefield), Supofanga (Forest of Spores), Fabros (Beast Plains)	-
Sturdy Hide	-	-	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Arenjo (Beast Plains), Ibolzu (Lake Tolmes Ruins), Vesbinake, Damrahm (Ancient Burrow), Gemelon, Brancha (Table Mtn.), Comolmo, Molmoth (Casnia Mine), Zogrom, Reppi (Sacred Beasts' Lair), Blaybye (Gidona Crater), Bonpeet, Rudorian (Subterranean Forest), Labadi (Jade Cave), Ramelebolero (Forest of Dawn)	-
Sturdy Shell	-	-	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Egrege, Pashringa (Ancient Burrow), Asarkos, Orogilan, Rushiarbo, Gazapo (Forest of Dawn), Amnagan, Rapshel (Sacred Beasts' Lair), Wibbye (Elduke Outskirts), Cutro (Casnia Mine), Cobira (Underground Ruins), Zakaruko (Forest of Spores), Domlits (Mt. Vesuvio: Snowy Peak), Pitol (Subterranean Forest), Hourun (Algon River Basin), Rotoruta (Ashen Forest)	-
Strong Hair	-	-	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Avabish, Avalatch, Nogriz (Mt. Vesuvio: Snowy Peak), Wonma, Egriz, Boltani, Robutani (Plateau Path), Shard (Forest of Dawn), Selbanther (Gidona Crater), Sodwar (Lake Tolmes Ruins), Molmoth (Casnia Mine), Ratani (Beast Plains), Rabee (Table Mtn.)	-
Clear Liquid	-	-	Casnan, Comodo, Selray, Highland, Danan, Roos' Nest, Colonia Art. Lab.	Bulb, Ka-Bulb, Hal-Bulb (Underground Ruins), Ribbi (Frogs' Inn), Gelog (Algon River Basin), Jellim (Casnia Mine), Jasraja (Ancient Burrow), Pit-Bulb, Uno-Bulb (Colonia Art. Lab.), Ramelebolero (Forest of Dawn), Reppi (Sacred Beasts' Lair)	-
Poisonous Organ	-	-	Comodo	Asarkos, Barazowalla, Bozowalla (Forest of Dawn), Wibbye (Elduke Outskirts), Zakaruko (Forest of Spores), Blaybye (Gidona Crater)	-
Spider Web	-	-	Comodo	Vesbinake (Ancient Burrow), Brancha (Table Mtn.)	-
Beast Fang	Gidona Crater	-	Comodo	Jasraja (Ancient Burrow), Selbanther (Gidona Crater), Nogriz (Mt. Vesuvio: Snowy Peak), Pitol, Bonpeet (Subterranean Forest), Bibarmul (Sacred Beasts' Lair)	-
Indestructible Shell	-	-	Selray	Gazapo (Forest of Dawn), Hourun (Algon River Basin), Rotoruta (Ashen Forest)	"Shopkeeper for a Day"

Beast Materials (continued)

Material	Treasure@	Harvest@	Buy/Trade@	Monster Drop From	Received From Quest
Hard Scale	Underground Ruins	-	Selray	Orogilan (Forest of Dawn), Crocle (Algon River Basin)	"Shopkeeper for a Day"
Frog Extract	-	-	Selray	Ibolzu (Lake Tolmes Ruins), Ribbi (Frogs' Inn), Zogrom (Sacred Beasts' Lair)	"Shopkeeper for a Day"
Soft Fur	-	-	Highland	Boltani, Robutani (Plateau Path)	"Purchasing Silver"
Fluffy Fur	-	-	Highland	Rabee (Table Mtn.)	-
Fierce Beast's Claw	-	-	Highland	Avalatch, Nogriz (Mt. Vesuvio: Snowy Peak), Egriz (Plateau Path), Bozuonga (Forest of Dawn)	"Purchasing Silver"
Bizarre Hide	-	-	Danan	Ibolzu (Lake Tolmes Ruins), Guspoun (Underground Ruins), Grahm (Ashen Forest), Supofanga, Demileel, Ravael (Forest of Spores)	-
Acidic Liquid	-	-	Danan	Guspoun, Bulb, Hal-Bulb (Underground Ruins), Pit-Bulb, Uno-Bulb (Colonia Art. Lab.)	-
Slime Mold	-	-	Danan	Dizwalla (Ashen Forest), Madagora (Elduke Outskirts)	-
Titanic Bone	-	-	Roos' Nest	Grunpe (Mt. Vesuvio: Snowy Peak), Crocle (Algon River Basin), Zorats (Underground Ruins), Tolmeus, Merahva (Lake Tolmes Ruins), Pogarov (Colonia Battlefield)	-
Tribal Cloth	-	-	Roos' Nest	Compleras, Pogarov (Colonia Battlefield)	-
Axe Tail	Forest of Dawn: West	-	-	Labadi (Jade Cave)	-
Buffalo Horn	-	-	-	Fabros (Beast Plains)	-
Monkey King's Hair	-	-	-	Bozuonga (Forest of Dawn)	-
Boar Exoskeleton	-	-	-	Rangoa (Forest of Dawn)	-
Hammer Beak	-	-	-	Wonma (Plateau Path)	"Purchasing Silver"
Monstrous Talon	-	-	-	Rudorian (Subterranean Forest)	-
Awful Carapace	-	-	-	Rotoruta (Ashen Forest)	-
Sharp Horn	-	-	-	Domlits (Mt. Vesuvio: Snowy Peak)	-
Drill Beak	-	-	-	Sodwar (Lake Tolmes Ruins)	-
Cursed Blade	-	-	-	Denas, Godenas (Colonia Art. Lab.)	-
Brittle Bone	-	-	-	Vargin, Cobonga, Rangoa (Forest of Dawn), Vilma (Ashen Forest), Grunpe (Mt. Vesuvio: Snowy Peak), Gemelon (Table Mtn.), Complerra, Zorats (Underground Ruins), Compleras (Colonia Battlefield), Supofanga (Forest of Spores), Tolmeus, Merahva (Lake Tolmes Ruins), Fabros (Beast Plains)	"Honey Potions"

Beast Materials (continued)

Material	Treasure@	Harvest@	Buy/Trade@	Monster Drop From	Received From Quest
Damaged Hide	-	-	-	Arenjo (Beast Plains), Vesbinake, Damrahm (Ancient Burrow), Grahm (Ashen Forest), Gelog (Algon River Basin), Comolmo, Molmoth (Casnia Mine), Zogrom, Reppi (Sacred Beasts' Lair), Demileel, Ravacel (Forest of Spores), Brancha (Table Mtn.), Blaybye (Gidona Crater), Bonpeet, Rudorian (Subterranean Forest), Labadi (Jade Cave), Ramelebolero (Forest of Dawn)	-
Cracked Shell	-	Beast Plains, Forest of Dawn: Wetlands, Forest of Dawn: Stream, Ancient Burrow, Table Mtn.: Base, Ashen Forest: Mias. Road, Colonia Battlefield	-	Egrege, Pashringa (Ancient Burrow), Asarkos, Orogilan, Rushiarbo, Gazapo (Forest of Dawn), Amnagan, Rapshel (Sacred Beasts' Lair), Wibbye (Elduke Outskirts), Cutro (Casnia Mine), Cobira (Underground Ruins), Zakaruko (Forest of Spores), Domlits (Mt. Vesuvio: Snowy Peak), Pitol (Subterranean Forest), Hourun (Algon River Basin)	-
Split Hair	-	-	-	Avabish, Avalatch (Mt. Vesuvio: Snowy Peak), Wonma, Egriz, Boltani, Robutani (Plateau Path), Shard (Forest of Dawn), Selbanther (Gidona Crater), Sodwar (Lake Tolmes Ruins), Bibarmul (Sacred Beasts' Lair), Ratani (Beast Plains), Rabee (Table Mtn.)	-
Filthy Liquid	-	-	-	Bulb, Ka-Bulb, Hal-Bulb (Underground Ruins), Ribbi (Frogs' Inn), Gelog (Algon River Basin), Jellim (Casnia Mine), Jasraja (Ancient Burrow), Pit-Bulb, Uno-Bulb (Colonia Art. Lab.)	-
Strange Mass	Ashen Forest: Mias. Road, Iris: Bronze Area	Forest of Dawn: East, Forest of Dawn: Nameless Ruin, Forest of Dawn: Wetlands, Waterfall Cave, Forest of Dawn: West, Forest of Dawn: Stream, Gidona Crater, Ancient Burrow, Misty Peak, Sacred Beasts' Lair, Jade Cave, Underground Ruins, Table Mtn.: Summit, Table Mtn.: Halfway, Ashen Forest: Mias. Road, Ashen Forest: Marshland, Forest of Spores, Elduke Outskirts: Mt. Base, Mt. Vesuvio: Snowy Peak, Elduke Outskirts: Mt. Pass, Colonia Battlefield, Colonia Art. Lab.	-	Inslope, Vivuig, Vivuigol, Gelgrarga, Zelsitu, Le-Vivuig, Rogiong (Tower of Providence), Vezfes, Jadelos, Sidgodde, Shehazask, Zenoranpa, Toqone, Totoankh, Rudogodde, Sonarn, Galba-Muva (Iris), Galba-Zera, Godenas, Goras, Denas, Pulgart (Colonia Art. Lab.)	-



Where My Travels Have Taken Me

This is my second time venturing through the Great Forest of Celceta, though I sadly don't remember much of anything about the first.

This map, along with the more detailed area maps on the following pages, has been preserved as it was found. My charts seem to stop after a certain point, however - perhaps that's where the events leading to my memory loss transpired?

Primeval Lands

(still mostly uncharted)

I will continue to update this journal as I retrace my steps.



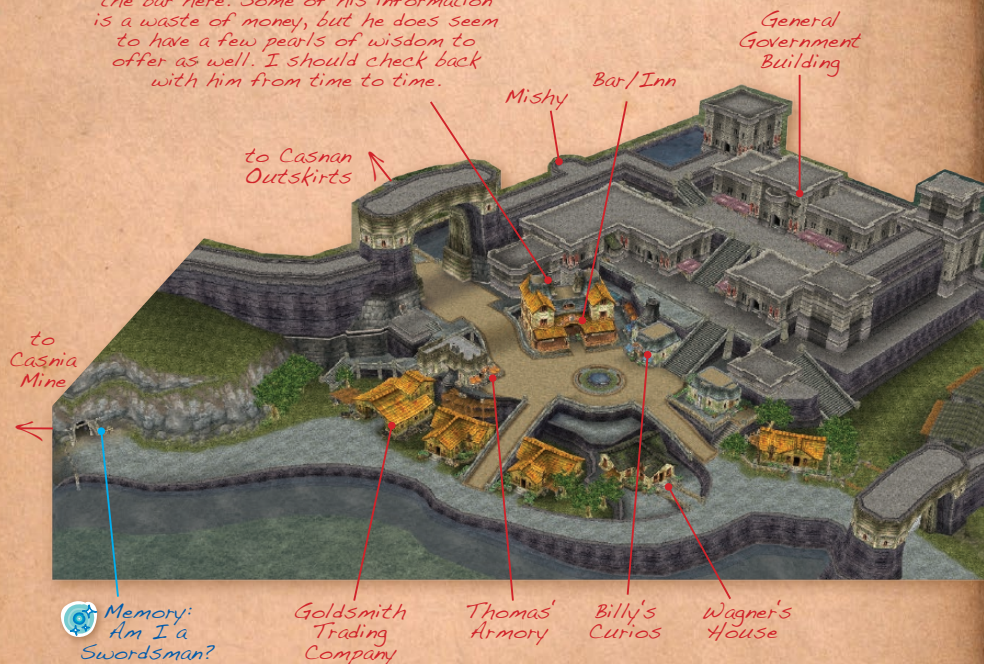
— LOST MEMORIES —

Frontier City of Casnan

I awaken to this bustling city on the edge of the Great Forest with no memory of who I am, nor what I'm doing here. Fortunately, it's not long before I'm approached by Duren, an information dealer who claims to know me. I learn little of my purpose in this land, but it seems as if I'd recently set out on an expedition into the forest itself.

What could I have been looking for, I wonder?

One of Duren's shadier associates, an information dealer named Mouse, operates out of the back alley behind the bar here. Some of his information is a waste of money, but he does seem to have a few pearls of wisdom to offer as well. I should check back with him from time to time.



SHOPS – CASNAN

Thomas' Armory – items for sale

Category	Item	Price	Availability
Swords	Short Sword	100	Prologue
	Long Saber	1000	Prologue
	Claymore	7500	After Highland Chapter
Fists	Brass Knuckle	100	Prologue
	Steel Gauntlet	1200	Prologue
	Heavy Gauntlet	8000	After Highland Chapter
Knives	Spear Fangs	3000	Prologue
	Feather Knives	7300	After Highland Chapter
Spears	Long Spear	3300	Prologue
	Trident	7600	After Highland Chapter
Maces	Golden Mace	8500	Prologue
Halberds	Great Halberd	16000	After Highland Chapter
Armor	Leather Plate	100	Prologue
	Iron Breastplate	800	Prologue
	Lamellar Armor	7500	After Highland Chapter

Billy's Curios – items for sale

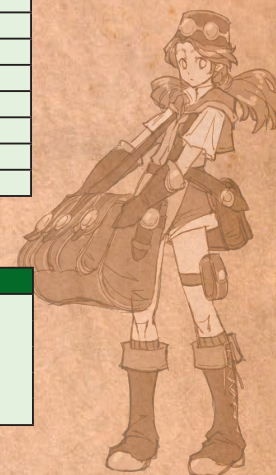
Category	Item	Price	Availability
Consumables	Honey Potion	100	Prologue
	Bitter Potion	1000	
	Antidote Powder	100	
	Anti-Paralysis Powder	200	
	Roda Droplet	1000	

Goldsmith Trading Company – items for sale

Category	Item	Price	Availability
Mineral Ore	Gold Pedestal Replica	100,000	Prologue
	Gold Pedestal	1,000,000	

Goldsmith Trading Company – items for trade

Category	Item	Traded For	Availability
Mineral Ore	Iron Ore	Coal x 10	Prologue
	Silver Ore	Iron Ore x 10	
	Gold Ore	Silver Ore x 10	
	Green Stone	Strange Mass x 10	
	Yellow Stone	Strange Mass x 10	
	Red Stone	Strange Mass x 15	
Beast Materials	Sturdy Bone	Brittle Bone x 10	Prologue
	Sturdy Hide	Damaged Hide x 10	
	Sturdy Shell	Cracked Shell x 10	
	Strong Hair	Split Hair x 10	
	Clear Liquid	Filthy Liquid x 10	
	Plant Materials	Damaged Lumber x 10	
Plant Materials	Sturdy Lumber	Damaged Lumber x 10	Prologue
	Fresh Leaf	Rotting Leaf x 10	



QUESTS – CASNAN

To Milk a Fabros		Client: Mucho
Availability:	Added: When Casnan quest board becomes accessible. Removed: After completing Comodo and Selray chapters.	
Summary:	Help Mucho make a “super special” drink.	
Progression:	<ul style="list-style-type: none"> Find a female “Fabros” in the field and milk it. The location will be marked on your map. Female Fabroses are cautious beasts. You’ll need to sneak up on it slowly or it’ll run. If it runs, you’ll have to wait for another opportunity and try again. Return to Mucho with the Fabros Milk and give his special milkshake a try. 	
Reward:	1000G	

Honey Potions		Client: Soldier Wallace
Availability:	Added: When Casnan quest board becomes accessible. Removed: After completing Comodo and Selray chapters.	
Summary:	Barter for 3 Honey Potions.	
Progression:	<ul style="list-style-type: none"> Receive 120 Brittle Bones from Wallace, then sell them for the exact amount of money you need to buy 3 Honey Potions. Purchase and deliver these Honey Potions. 	
Reward:	Bitter Potion x 3	

Purchasing Iron Ore		Client: Goldsmith
Availability:	Added: When Casnan quest board becomes accessible. Removed: Never.	
Summary:	Sell 20 pieces of Iron Ore.	
Progression:	<ul style="list-style-type: none"> You have the opportunity to haggle here. If you push your luck too far, however, Goldsmith will cancel the sale altogether, and you’ll fail the quest. His initial offer is 5000G, but he can be pushed to an absolute maximum of 6250G. 	
Reward:	5000G-6250G	

Bear on the Plains		Client: Luluca
Availability:	Added: When Casnan quest board becomes accessible. Removed: Never.	
Summary:	Defeat the large monster named “Langritz.”	
Progression:	<ul style="list-style-type: none"> Defeat Langritz in the Beast Plains and return to Luluca with news of your victory. 	
Reward:	2000G	

Challenge!		Client: Evan and Lyle
Availability:	Added: After Comodo and Selray chapters, when Adol is by himself. Removed: Never. (Must be attempted as part of the story.)	
Summary:	Find 5 pieces of Gold Ore hidden within Casnan.	
Progression:	<ul style="list-style-type: none"> Speak to Lyle for hints. First piece is against the west wall in the bar. Second piece is in the mine chief’s kitchen. Third piece is in one of the horse stables. Fourth piece is in the back alley. Fifth piece is in a tent in front of the General Government Building. 	
Reward:	Whatever Gold Ore you found + 30 pieces of Coal if you find all five	

QUESTS – CASNAN

Miners Wanted		Client: Head Miner Wagner
Availability:	Added: After Comodo and Selray chapters, when Adol is by himself. Removed: Never. (Must be attempted as part of the story.)	
Summary:	Report to Wagner and try your hand at mining.	
Progression:	<ul style="list-style-type: none"> Talk to Wagner and agree to help at the mine. Grab a mattock and start digging for Gold Ore! Depending on the amount you're able to dig up, you may receive an additional reward. Aim for 10 pieces of Gold Ore. To unearth that much, you'll need to focus specifically on rocks with a gold hue to them. 	
Reward:	Up to 12000G + any non-gold ore you were able to dig up	

Hungover Pikkard		Client: Lucir
Availability:	Added: After Frieda joins your party. Removed: Never.	
Summary:	Find medicine that can cure a pikkard's hangover.	
Progression:	<ul style="list-style-type: none"> You have a variety of choices as to what medicine you can hand over, but only a Catholicon will work. If you try any other option, you'll simply waste the item. 	
Reward:	10000G	

The Ultimate Purifier		Client: Mucho
Availability:	Added: After clearing Elduke chapter. Prerequisite: “To Milk a Fabros” Removed: Never.	
Summary:	Help Mucho make another “super special” drink.	
Progression:	<ul style="list-style-type: none"> Deliver a Roda Leaf to Mucho. These can be found in treasure chests in the Lake Tolmes Ruins or Iris, or can be traded for at the Roos' Nest. You'll be asked to choose which character will taste his newest concoction. Whichever character you pick will gain 300 max HP. 	
Reward:	20000G + 300 max HP for one character	

Fruit Bat in the Dark		Client: Luluca
Availability:	Added: After clearing Elduke chapter. Removed: Never.	
Summary:	Defeat the large monster named “Olrabadi.”	
Progression:	<ul style="list-style-type: none"> Defeat Olrabadi in Casnia Mine and return to Luluca with news of your victory. 	
Reward:	25000G	



Casnia Mine

I have scarcely a single moment to consider my past before I learn that some of the local workers have gotten themselves trapped in the nearby Casnia Mine after uncovering a chamber full of monsters. Every fiber of my being is telling me to go help them, but... why?

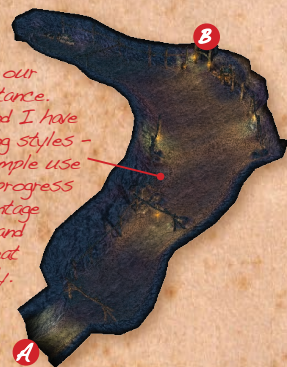
It's then that I see a bright light conspicuously hovering above the ground. Curious, I touch it, and a few select memories come back to me. I am a swordsman, it seems - and I seek adventure!

With Duren reluctantly offering me his assistance, I set forth into the depths of the mine. I must help rescue these trapped miners!

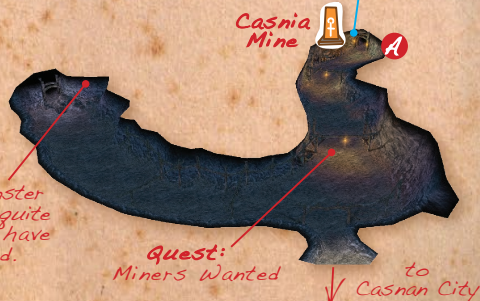


We've encountered our first bit of resistance. It seems Duren and I have very different fighting styles - we'll need to make ample use of that fact as we progress onward, taking advantage of our strengths and weaknesses to defeat enemies more quickly.

Additionally, I find myself learning new skills by fighting these foes (particularly the larger ones). I'll have to take Duren's advice and make sure I'm prepared to use these new skills before we descend any deeper.



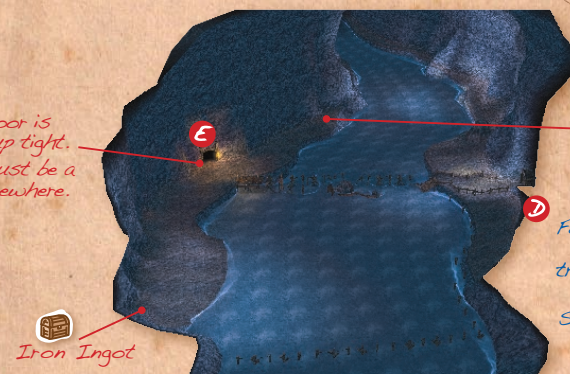
Seems the monster attack caused quite a cave-in. We'll have to go around.



An ancient monument stands here, and I find myself compelled to touch it. Upon doing so, it begins to glow and I can feel energy welling through me. I'll have to keep an eye out for other such monuments during my time here in Celceta.



The door is locked up tight. There must be a key somewhere.



Mine Key

The key is inside this chest, but the chest itself is locked. Fortunately, Duren knows how to handle locked treasure chests with the greatest of ease. Seems like a rather handy talent to have...



We've encountered two local soldiers here, albeit briefly. If they represent their organization's capabilities, I must admit, I fear for the people of Casnan...



*Quest:
Fruit Bat
in the Dark*

F (previous page)

BOSS – Aldovoss

The Awakening Armored Beast



A monster with a sturdy shell that appears from deep within the mine. Pulverizes those who draw near with its powerful arms.

LV	HP	STR	DEF
3	1240	29	48

In the deepest part of Casnia Mine lies this hard-shelled monstrosity. It telegraphs its attacks clearly but still packs quite a punch, so the best strategy proves to be keeping a safe distance until it makes its move, then rushing in for a few hits before retreating to safety once more. I must take care to target only its exposed stomach, as any strikes to its giant arms will cause it to take a defensive posture for a time, and may even trigger a devastating counterattack.

Tip: Duren's "Shell Cracker" skill has the best chance of stunning this creature, and stunning it gives more opportunity to deal damage and fill our EXTRA skill meter.

Casnan Outskirts

I wasn't trying to show up the Romun Army officers stationed in Casnan, but it seems I did. Fortunately, the Governor General, Griselda, is less offended than impressed, and has elected to hire me (and Duren as well) to help map the uncharted expanses of the Great Forest. This should be a perfect opportunity to search for clues to my identity. I just have to keep an eye out for more of those floating lights...



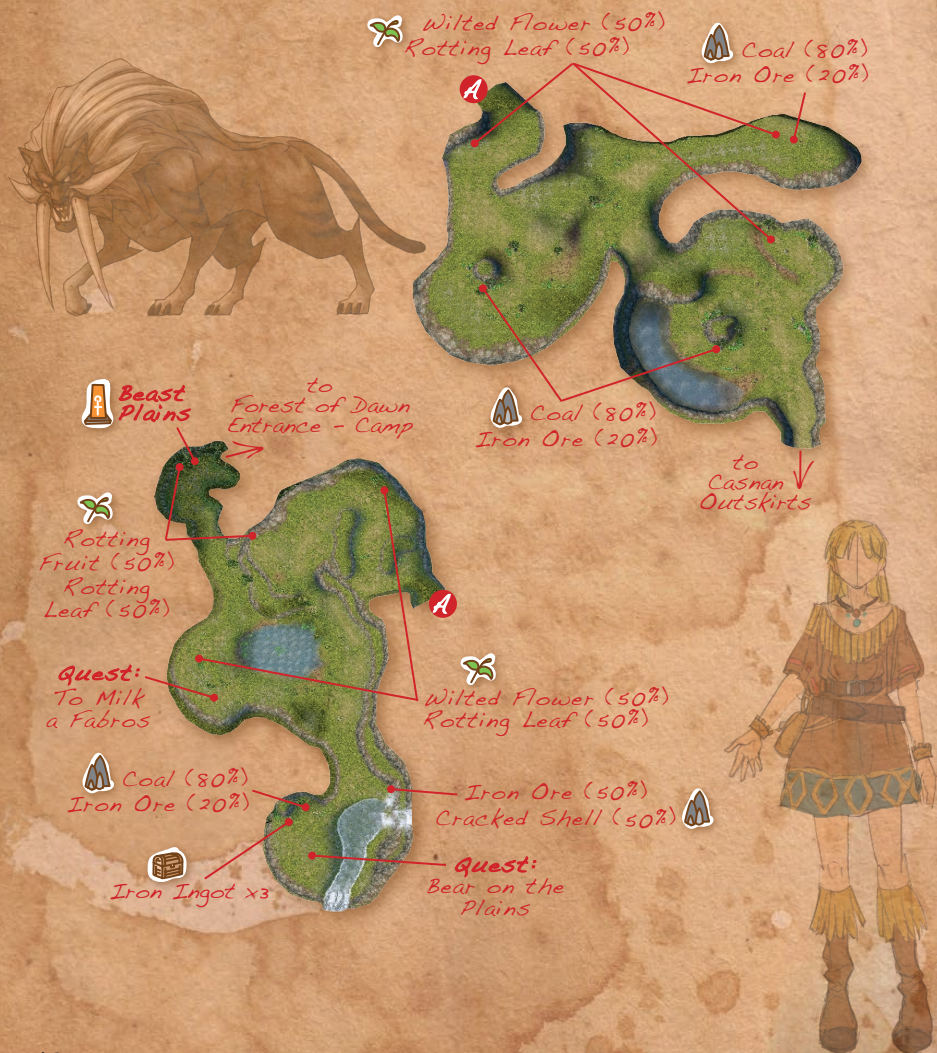
*to
Beast
Plains*



— THE GREAT FOREST —

Beast Plains

Our hunt begins in the wide expanse of grassland separating Casnan from the forest proper. Two of the quests we've undertaken direct us to these very plains.



Forest of Dawn Entrance - Camp

We've come upon a clearing at the foot of the forest, wherein a Spirit Tree Sapling grows. Due to its bountiful energy, no monsters will come anywhere near it, making this the perfect spot to set up camp and rest for the journey ahead.

Strange... I feel like I've encountered a Spirit Tree or two before, in another life. Curse this amnesia!

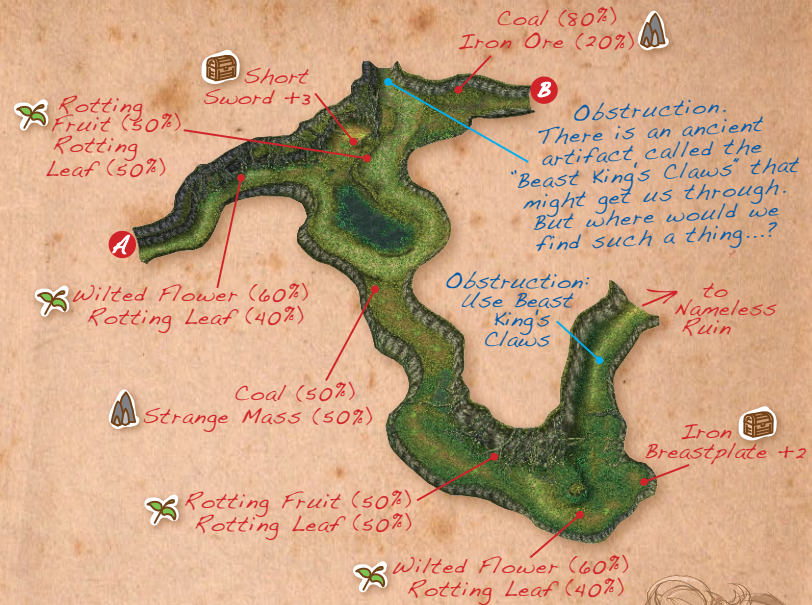


Forest of Dawn - East

We've come upon our first major crossroads. Duren has marked two possible destinations on my map: a giant tree at the edge of Gidona Crater, and a clearing by the side of the nearby Algon River. We intend to seek out both, but can do so in whichever order we choose. The quicker route for either would be to head west, but the path is blocked, so we may need to head north and circle around instead.



(We'll need to clear the way from the other side before we can get through here.)



Forest of Dawn - Wetlands

We're definitely taking the long way around, but at least there's plenty of treasure to make it worth our while.
Too bad so much of it is underwater...

Risky Bandanna -
Underwater chest.
Accessible only after
acquiring the
"Water Dragon's Scales."



to Forest of Dawn - West

to Forest of Dawn - East



Waterfall Cave

I think there may be some frogs living here. Deadly, conniving frogs...



quest:
The Tyrannical Frogs

Damaged Lumber (80%)
Sturdy Lumber (20%)

Iron Ore (70%)
Silver Ore (30%)

Damaged Lumber (80%)
Sturdy Lumber (20%)

Iron Ore (70%)
Silver Ore (30%)



Forest of Dawn - West

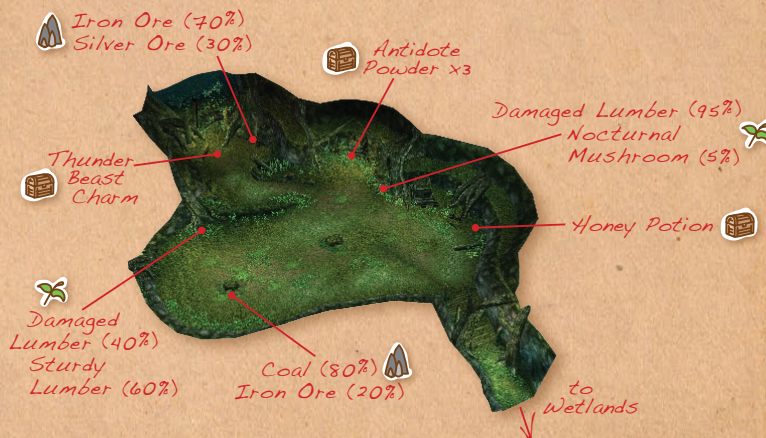
This coiled bit of woodland seems to be a dead end at the moment. At least there's some good treasure to be had, though...



(We'll need to clear the way from the other side before we can get through here. Just like in the eastern forest!)

Forest of Dawn - Sunlit Ruins

Although a bit out of our way, the back of these ruins does hold a Thunder Beast Charm, which protects its wearer from paralysis. Such an item could prove invaluable on the road ahead.



Forest of Dawn - Stream

Here is where we must decide which goal to pursue first: the tree to the east, or the river clearing to the west? It's a pity the bridges are up, or else we could take a much shorter route to at least one of these destinations.



*Looks like we'll need to lower these bridges from the Gidona Crater side.

—SPIRITED AWAY—

Forest Labyrinth

We've elected to head toward the tree, but everywhere we go looks the same in here. What's the secret? How do we escape these endless woods?

Wilted Flower (50%)
Rotting Leaf (50%)

to
Forest of
Dawn - Stream



Wilted Flower (50%)
Rotting Leaf (50%)



Though the scenery is mostly identical from one clearing to the next, I have observed one notable difference: the spots where wilted flowers grow. Perhaps if we follow the flowers, we might find a way out...



Wilted Flower (50%)
Rotting Leaf (50%)



Wilted Flower (50%)
Rotting Leaf (50%)

Wilted Flower (50%)
Rotting Leaf (50%)



to
Forest of
Dawn - Camp



Forest of Dawn - Camp

Another Spirit Tree Sapling, and not a moment too soon. After losing ourselves in that labyrinth, a good night's rest is just what Duren and I need.



to
Forest
Labyrinth

to
Forest of
Dawn - East

Spirit Tree Sapling

Forest of Dawn – East (Crater Side)

We're getting very near Gidona Crater now, and the giant tree. Our goal is in sight!

This was the blocked path, just west of the forest entrance. From this side, we were able to open the way and create a shortcut back to the Beast Plains.



Gidona Crater

What a sight to behold! I wonder what could have caused such an enormous scar upon the earth...?

Either way, we're but a stone's throw away from the giant tree now, and there are ample signs of human life in the immediate area. Could there be a settlement of forest natives nearby? If so... have I met them before, or is this to be our first encounter?



Gidona Crater (continued)



Comodo Village

It seems I have met these people before, and they're not very happy to see me again. Duren and I are immediately locked into a storage hut for something I apparently did when I was here previously, though I know not what. Fortunately, the daughter of the village chief - a huntress named Karna - seems less inclined to doubt my story than her father or the other villagers.

Duren and I managed to escape our bonds and evade the villagers' gazes long enough to snoop around a bit. It seems many of the locals (including Karna's younger brother, Remnos) have been spirited away by unknown hands. And considering it began happening right after I left, it's no wonder I'm thought to be at fault!

We barely have a moment to investigate the matter, however, before masked men suddenly invade from all sides. Even Chief Asad proves unable to defend himself against their onslaught, though not for lack of trying. He is injured quite severely in the altercation. After speaking with the villagers, it seems one of the masked men was seen heading around the edge of the crater to a location known as the Ancient Burrow. Karna has joined us, and we're now off to find out what actually happened to the missing residents of Comodo Village.



SHOPS – COMODO

Solio's General Store – items for sale

Category	Item	Price	Availability
Swords	Slasher	3000	Comodo Chapter
	Slasher DX	4500	After Comodo or Selray Chapter
Fists	Eagle Head	3000	Comodo Chapter
	Eagle Head DX	4500	After Comodo or Selray Chapter
Knives	Hunter Knives	2800	Comodo Chapter
	Hunter Knives DX	4400	After Comodo or Selray Chapter
Armor	Beast Leather	2800	Comodo Chapter
	Beast Leather DX	4000	After Comodo or Selray Chapter
Consumables	Honey Potion	100	Comodo Chapter
	Bitter Potion	1000	
	Antidote Powder	100	
	Anti-Paralysis Powder	200	
	Roda Droplet	1000	

Fleur's Exchange – items for trade

Category	Item	Traded For	Availability
Mineral Ore	Iron Ore	Coal x 10	Comodo Chapter
	Silver Ore	Iron Ore x 10	
	Gold Ore	Silver Ore x 10	
	Green Stone	Strange Mass x 10	
	Yellow Stone	Strange Mass x 10	
	Red Stone	Strange Mass x 15	
	Blue Stone	Strange Mass x 15	
Beast Materials	Poisonous Organ	Sturdy Hide x 3	
	Spider Web	Strong Hair x 3	
	Beast Fang	Sturdy Bone x 3	
	Sturdy Bone	Brittle Bone x 10	
	Sturdy Hide	Damaged Hide x 10	
	Sturdy Shell	Cracked Shell x 10	
	Strong Hair	Split Hair x 10	
Plant Materials	Clear Liquid	Filthy Liquid x 10	
	Marl Flower	Wilted Flower x 10	
	Yupel Flower	Marl Flower x 5	
	Libra Flower	Yupel Flower x 2	
	Chito Nut	Rotting Fruit x 10	
	Raparo Fruit	Chito Nut x 5	
	Arieda Fruit	Raparo Fruit x 2	
	Sturdy Lumber	Damaged Lumber x 10	
	Fresh Leaf	Rotting Leaf x 10	



QUESTS – COMODO

Sword Training		Client: Lindsay
Availability:	Added: After clearing Comodo chapter. Removed: Upon returning to Casnan after Comodo and Selray chapters.	
Summary:	Teach swordfighting by example.	
Progression:	<ul style="list-style-type: none"> • Agree to help Lindsay learn swordfighting and prepare to show her how it's done by fighting Duren. • Duren's stats are preset for this fight, so his level and equipment won't affect his difficulty as an opponent. • If you defeat Duren in battle, Lindsay's friend Marcella will give you an additional 2000G. 	
Reward:	2000G if you lose, 4000G if you win	

A Fresh Meal		Client: Edea
Availability:	Added: After clearing Comodo chapter. Removed: Never.	
Summary:	Deliver 10 Fresh Leaves to Edea for her deer.	
Progression:	<ul style="list-style-type: none"> • Fresh Leaves are hard to come by at this point in the story, so you may need to trade for them in Casnan. 	
Reward:	2500G	

The Monkey King		Client: Agent Theresa
Availability:	Added: After clearing Comodo chapter. Removed: Never.	
Summary:	Defeat the large monster named "Golwonga."	
Progression:	<ul style="list-style-type: none"> • Defeat Golwonga in the east side of the Forest of Dawn and return to Theresa with news of your victory. 	
Reward:	3000G	

Crafting Materials		Client: Artisan Saisen
Availability:	Added: After Karna rejoins your party following the Comodo and Selray chapters. Removed: Never.	
Summary:	Find some new crafting materials for Saisen.	
Progression:	<ul style="list-style-type: none"> • Find and return with 3 Indestructible Shells. • These can be harvested from Houruns near the river. 	
Reward:	Life Ring II + new accessories available for crafting at Saisen's shop	

The Runaway Chick		Client: Shaman Pippi
Availability:	Added: After Karna rejoins your party following the Comodo and Selray chapters. Removed: Never.	
Summary:	Find Pippi's missing chicken, Sasami.	
Progression:	<ul style="list-style-type: none"> • Pippi says he's likely to be outdoors somewhere in the village, and the secret to capturing him is to approach him from behind. • Sasami can be found just left of Pippi's house. 	
Reward:	Gold Ore x 3	

The Naughty Chick		Client: Shaman Pippi
Availability:	Added: After clearing Highland chapter. Prerequisite: "The Runaway Chick" Removed: Never.	
Summary:	Find another missing chicken, Teva.	
Progression:	<ul style="list-style-type: none"> • Pippi says he's likely to be outdoors in the village, somewhere in the shade. And once again, he must be captured from behind. • Teva can be found in one of four locations. • If he's located beneath the torch to the left of Asad's house or beneath the bench to the right of Pippi's, he's capturable. • If he's located in front of the statue on the highest level of the village or to the left of the tent by Pippi's house, he is not capturable. In these cases, you have to allow yourself to be spotted, forcing him to run to a new location. 	
Reward:	Gold Ore x 9	

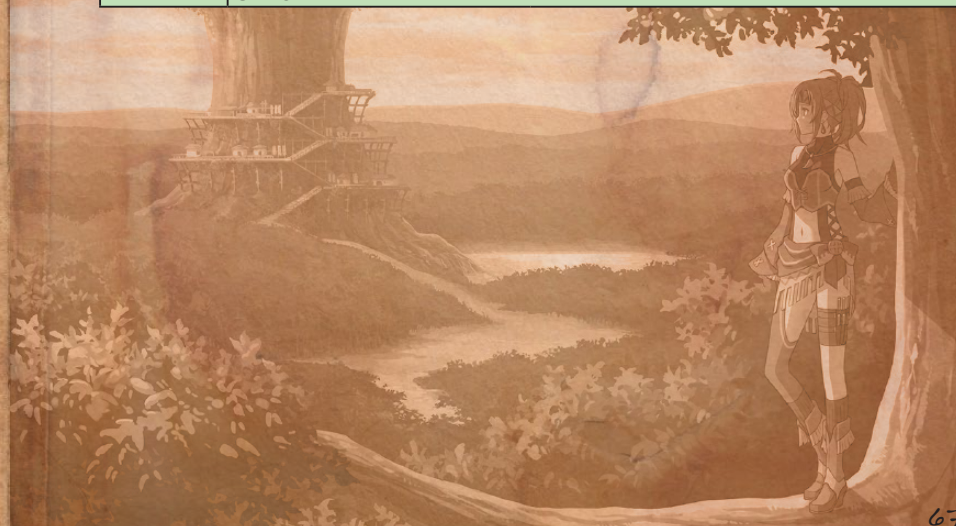
QUESTS – COMODO

Crafting Materials 2		Client: Artisan Saisen
Availability:	Added: After Frieda joins your party. Prerequisite: "Crafting Materials" Removed: Never.	
Summary:	Find more new crafting materials for Saisen.	
Progression:	<ul style="list-style-type: none"> • Find and return with 3 Bizarre Hides. • These can be harvested from Guspouns in the Underground Ruins. 	
Reward:	Life Ring III + new accessories available for crafting at Saisen's shop	

Crafting Materials 3		Client: Artisan Saisen
Availability:	Added: After speaking with the Grand Roo for the first time. Prerequisite: "Crafting Materials 2" Removed: Never.	
Summary:	Find still more new crafting materials for Saisen.	
Progression:	<ul style="list-style-type: none"> • Find and return with 3 Titanic Bones. • These can be harvested from Grunpes, Crocles, Zoratses, Pogarovs, Tolmeuses or Merahvas. 	
Reward:	Life Ring IV + new accessories available for crafting at Saisen's shop	

The Tyrannical Frogs		Client: Agent Theresa
Availability:	Added: After speaking with the Grand Roo for the first time. Removed: Never.	
Summary:	Defeat the Ribbi-Magi in the Waterfall Cave.	
Progression:	<ul style="list-style-type: none"> • Clear the cave of Ribbi-Magi and return to Theresa with news of your victory. 	
Reward:	15000G	

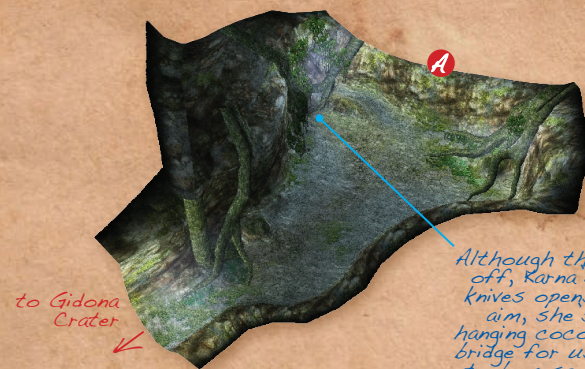
The Wandering Chick		Client: Shaman Pippi
Availability:	Added: After clearing Elduke chapter. Prerequisite: "The Naughty Chick" Removed: Never.	
Summary:	Find yet another missing chicken, Tsukune.	
Progression:	<ul style="list-style-type: none"> • Pippi says this one is brown-colored and has likely left the village. As before, Tsukune must be approached from behind. • Tsukune can be found in several locations, all of which are within the northeast quadrant of Gidona Crater and include the middle of the map, the area near the Roda Droplet treasure chest, the southwest exit to the next map area, or the area's southeastern-most corner. 	
Reward:	Gold Ore x 18	



Ancient Burrow

Immediately after entering, we're ambushed by masked men like the ones who attacked the village. This bodes well for us having found the enemy base, though we still need to fight our way in! When facing off against multiple foes at once, it's always best to remain a moving target, lest they gang up on you.

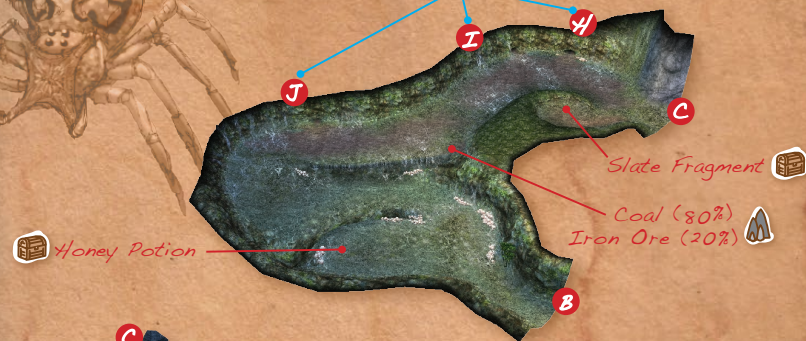
The cave itself is full of monsters capable of inflicting "heavy" status, so we need to make certain we're prepared for what lies ahead before progressing any deeper.



Although the Burrow seems closed off, Karna's proficiency with her knives opens the way. With expert aim, she's able to cut down a hanging cocoon to form a makeshift bridge for us to cross. This seems to be a specialty of hers, and may come in handy elsewhere as well.



(require Dwarf Bracelet to access - see next page)



Three more cocoons, but only two need to be felled. If we drop the one farthest back, we'll cut ourselves off from the treasure chest below.

(Should we get a bit overzealous, though, we can always leave the area and return; it seems these bugs really want that cocoon to hang in the air, and will unfailingly hoist it up again in our absence.)





This door is sealed shut, but can be opened with three Slate Fragments. These items should be scattered around the dungeon somewhere.

 Ancient Burrow: End



(previous page)

Upon entering the deepest chamber of the dungeon, we hear a familiar sound and learn the identity of the one who injured Chief Asad. It's hard to believe this can be true...

Rather than fight us directly, our assailant has instead chosen to summon a hideous beast. It looks like we have no choice but to take up arms against this new foe!



BOSS – Glucarius

The Great Squilla of Extermination



The king of the beetles and master of the Ancient Burrow, it has slept in the depths since antiquity. Its spin attacks are so powerful, they damage even the walls.

LV	HP	STR	DEF
16	4190	112	108


The leader of the masked men brings with him this nasty thing, which uses quite a variety of wide-ranging attacks and hides its weak point most of the time, forcing us to coax it out. Fortunately, it's also a bit overzealous, often curling up and bouncing around the room so hard that it gives itself a mild concussion, exposing its weak point for a time. If we can just dodge the onslaught long enough for this to happen, our victory is all but certain!

Tip: Glucarius also exposes its weak point for a few moments when using its jump-stomp and dual ground-pound moves. Standing guard by its mouth may allow us to get in a well-timed hit or two, and Flash Guarding – though tricky to pull off – may just be the most efficient way of defeating this creature.

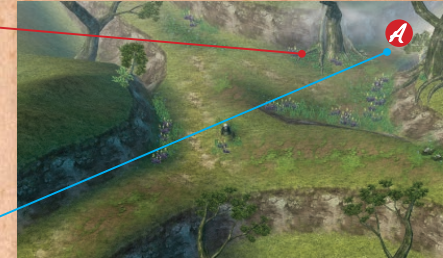
—THE POLLUTED RIVER—

Misty Peak

Opposite the Forest Labyrinth lies another maze of near identical clearings. How does one navigate a mountain that's determined not to be climbed?


 Damaged Lumber (80%)
Sturdy Lumber (20%)

When you can't ascend, the only thing left to do is descend. It seems if we continue going downhill at every opportunity, we'll make it to the other side quite easily.



→ to Forest of Dawn - Stream



 Coal (50%)
Strange Mass (50%)



(next page)



(previous page)



to Algon River Basin - Camp



E

E



Misty Peak - Exit

Damaged Lumber (80%)
Sturdy Lumber (20%)

Algon River Basin - Camp

Just as the end of the Forest Labyrinth brought with it a Spirit Tree Sapling, so too does the end of the mountain labyrinth. This is a much-needed respite for us, and will make an excellent starting point for the adventures I'm sure are yet to come. Particularly since there's clearly another village nearby...



to Algon River Basin

to Misty Peak

Spirit Tree sapling

Algon River Basin

We're right near the river settlement now. Will I be more accepted at this one than I was at Comodo?



This leads to the west forest, but we need to finish exploring the riverside area first. Perhaps we should come back after we've taken care of everything here.

Selray Outskirts

to Selray Outskirts

to Underground Ruins Area

Memory: The River at Dusk

A long bridge over the water leads to a quaint village literally on the Algon River.

I wonder what sort of people live here, and why they've chosen this particular spot to build? Only one way to find out...

to Algon River Basin



Selray Village

Why am I not surprised to be immediately arrested and locked up in a storage hut? What sort of horrible person was I before losing my memories?

It seems this time, I'm being blamed for poisoning the river, disrupting the way of life for a people who rely on fishing to sustain themselves.

Viewing a past memory and speaking with the young village chief, Ozma, has shed some light on the issue. The real culprits here seem to be the sacred beasts known as "Spardas," but their role in daily life at Selray is so important that Ozma is unwilling to admit it publicly. He also feels there may be more to the matter, since the quantity of poison released into the river is far greater than he's ever seen before - and fortunately for me, far greater than a single human is likely capable of producing, as well.

Ozma has agreed to accompany us to the home of these sacred beasts, located southwest of the village, so that we may find the true cause of the problem and prove our innocence.

There's a little girl named Zara who spends her time in the community center here. She seems obsessed with tickling, and is oddly very good at it. So good, in fact, that her victims tend to feel stronger each time they're assaulted. She's a bit particular about when she'll tickle others and when she won't, however, so I should make sure I speak with her whenever I'm in the area (perhaps even multiple times).

I wouldn't want to miss out on such bonuses, after all!



SHOPS – SELRAY

Ray's Rarities – items for sale

Category	Item	Price	Availability
Swords	Bronze Edge	3300	Selray Chapter
	Bronze Edge DX	4800	After Comodo or Selray Chapter
Fists	Shark Fin	3200	Selray Chapter
	Shark Fin DX	4700	After Comodo or Selray Chapter
Spears	Azure Pain	3200	Selray Chapter
	Azure Pain DX	4700	After Comodo or Selray Chapter
Armor	Scale Mail	3000	Selray Chapter
	Scale Mail DX	4200	After Comodo or Selray Chapter
Consumables	Honey Potion	100	Selray Chapter
	Bitter Potion	1000	
	Antidote Powder	100	
	Anti-Paralysis Powder	200	
	Roda Droplet	1000	

Ray's Rarities – items for trade

Category	Item	Traded For	Availability
Mineral Ore	Iron Ore	Coal x 10	Selray Chapter
	Silver Ore	Iron Ore x 10	
	Gold Ore	Silver Ore x 10	
	Green Stone	Strange Mass x 10	
	Yellow Stone	Strange Mass x 10	
	Red Stone	Strange Mass x 15	
	Blue Stone	Strange Mass x 15	
Beast Materials	Sturdy Bone	Brittle Bone x 10	
	Sturdy Hide	Damaged Hide x 10	
	Sturdy Shell	Cracked Shell x 10	
	Strong Hair	Split Hair x 10	
	Clear Liquid	Filthy Liquid x 10	
	Indestructible Shell	Sturdy Shell x 3	
	Hard Scale	Sturdy Shell x 3	
	Frog Extract	Clear Liquid x 3	
Plant Materials	Sturdy Lumber	Damaged Lumber x 10	
	Fresh Leaf	Rotting Leaf x 10	
	Marl Flower	Wilted Flower x 10	
	Yupel Flower	Marl Flower x 5	
	Libra Flower	Yupel Flower x 2	
	Chito Nut	Rotting Fruit x 10	
	Raparo Fruit	Chito Nut x 5	
	Arieda Fruit	Raparo Fruit x 2	

QUESTS – SELRAY

Shopkeeper for a Day		Client: Ray
Availability:	Added: After clearing Selray chapter. Removed: Upon returning to Casnan after Comodo and Selray chapters.	
Summary:	Manage Ray's Rarities until Ray returns from a supply run.	
Progression:	<ul style="list-style-type: none"> Ray will explain his store policies to you in great detail, and you'll be tasked with managing the shop as instructed. This entails six multiple-choice scenarios, and your reward varies based on how many you handle correctly. First scenario: Select "Recommend cotton." Second scenario: Select "Refuse." Third scenario: Select "Buy a fruit for her (30G)." Fourth scenario: Select "Call out to try attracting more." Fifth scenario: Sell Cirrus whichever item Ray identified earlier as being in high supply. Sixth scenario: Discount the nuts or fruits in the order (Chito Nuts, Raparo Fruits or Arieda Fruits). Your reward is a "Recommended Goods Set" which comes in three sizes: Extra Large if you responded to all 6 scenarios correctly, Large if you responded to 3-5 correctly, and Standard if you flubbed more than 3. 	
Reward:	Extra Large: Honey Potion x 5, Bitter Potion x 5, Antidote Powder x 5, Anti-Paralysis Powder x 5, Chito Nut x 3, Raparo Fruit x 3, Arieda Fruit x 3, Indestructible Shell x 2, Hard Scale x 2, Frog Extract x 2 Large: Honey Potion x 3, Bitter Potion x 3, Antidote Powder x 3, Anti-Paralysis Powder x 3, Chito Nut x 2, Raparo Fruit x 2, Arieda Fruit x 2, Indestructible Shell x 1, Hard Scale x 1, Frog Extract x 1 Standard: Honey Potion x 2, Bitter Potion x 2, Antidote Powder x 2, Anti-Paralysis Powder x 2, Chito Nut x 1, Raparo Fruit x 1, Arieda Fruit x 1	

Seeking Moisturizer		Client: Bonnie
Availability:	Added: After clearing Selray chapter. Removed: Never.	
Summary:	Bring Bonnie 10 Clear Liquids.	
Progression:	• Clear Liquid is dropped by numerous monsters, including the Gelogs in the nearby Algon River Basin.	
Reward:	2500G	

A Swarm of Black		Client: Agent Bertha
Availability:	Added: After clearing Selray chapter. Removed: Never.	
Summary:	Defeat the swarm of Vesbiwars in the Jade Cave.	
Progression:	• Defeat 9 Vesbiwars and return to Bertha with news of your victory.	
Reward:	3000G	

A Swarm of Scarlet		Client: Agent Bertha
Availability:	Added: After speaking with the Grand Roo for the first time. Prerequisite: "A Swarm of Black" Removed: Never.	
Summary:	Defeat the swarm of Vesbilzons in the Jade Cave.	
Progression:	• Defeat 26 Vesbilzons and return to Bertha with news of your victory.	
Reward:	15000G	

Super Weapon Test		Client: Syriu
Availability:	Added: After Ozma rejoins your party following the Comodo and Selray chapters. Removed: Never.	
Summary:	Help Syriu test a new sword or gauntlet she's working on.	
Progression:	<ul style="list-style-type: none"> Choose a sword (Adol) or gauntlet (Duren). Equip the weapon and use it to defeat 5 Rangoas. Rangoas are found in the western part of the Forest of Dawn. While the weapon is equipped, you will suffer a continuous status effect: Adol will be on fire, or Duren will be poisoned. Report back to Syriu when the Rangoas are defeated. 	
Reward:	Flame Sword or Venom Knuckle	

QUESTS – SELRAY

Hyper Weapon Test		Client: Syriu
Availability:	Added: After clearing Highland chapter. Prerequisite: "Super Weapon Test" Removed: Never.	
Summary:	Help Syriu test a new spear or set of throwing knives she's working on.	
Progression:	<ul style="list-style-type: none"> Choose a spear (Ozma) or set of throwing knives (Karna). Equip the weapon and use it to defeat 5 Crocles. Crocles are found by the side of the river, or in the western part of the Forest of Dawn. While the weapon is equipped, you will suffer a continuous status effect: Ozma will experience paralysis, or Karna will be weighed down. Report back to Syriu when the Crocles are defeated. 	
Reward:	Lightning Spear or Spider Edge	

Mega Weapon Test		Client: Syriu
Availability:	Added: After Frieda joins your party. Prerequisite: "Hyper Weapon Test" Removed: Never.	
Summary:	Help Syriu test a new mace or halberd she's working on.	
Progression:	<ul style="list-style-type: none"> Choose a mace (Calilica) or halberd (Frieda). Equip the weapon and use it to defeat 5 Madogra-Slefs. Madogra-Slefs can be found in the marshland area of the Ashen Forest. While the weapon is equipped, you will suffer a continuous status effect: Calilica will have her defense reduced by 100, or Frieda will be instantly frozen. In Frieda's case, it is absolutely necessary that this be paired with the Azure Scale Charm or Libra Wreath accessory to negate the effects of freezing. The former can be found in the Tower of Providence or crafted, and the latter is one possible reward for completing the "Happy Present" quest. Report back to Syriu when the Madogra-Slefs are defeated. 	
Reward:	Hyper Breaker or Cruel Axe	

Happy Present		Client: Rilche
Availability:	Added: After clearing Elduke chapter. Removed: Never.	
Summary:	Help Rilche make a wreath.	
Progression:	<ul style="list-style-type: none"> Rilche expressed her desire to make a wreath, but she needs flowers for it – 3 of any one type from among the Marl, Yupel, Libra and Celcetan varieties. Deliver the 3 flowers to Rilche, or try to get 3 of each type and deliver them all to her. The resulting wreath is your reward, and varies depending on which variety of flower you gave to Rilche. If you gave 3 of each variety, you'll receive all four possible rewards, as well as a trophy. 	
Reward:	Marl Wreath, Yupel Wreath, Libra Wreath and/or Celcetan Wreath	

Legendary Weapon		Client: Syriu
Availability:	Added: After clearing Elduke chapter. Prerequisite: "Mega Weapon Test" Removed: Never.	
Summary:	Find a Sun Stone to help Syriu craft some legendary equipment.	
Progression:	<ul style="list-style-type: none"> There are only three Sun Stones in the game, all found in treasure chests. One is in the Gold Area of Iris, one is in Colonia Artifact Laboratory, and one is in the Nameless Ruin within the Forest of Dawn. After delivering a Sun Stone to Syriu, select any character to receive that character's top-tier weapon and armor. Since there are six characters and only three Sun Stones, you will not be able to acquire every character's ultimate weapon until at least a second playthrough. Upon subsequent completions of this quest, you will be able to choose which of the two available armor rewards you want. 	
Reward:	Ajax Sword (Adol), Baldr's Gauntlet (Duren), Venus Knives (Karna), Jupiter Spear (Ozma), Gaia Mace (Calilica) or Echidna Halberd (Frieda) + Victor's Blessing (male armor) or Victoria's Blessing (female armor)	

Sacred Beasts' Lair

Seems I'm going to be doing more swimming than I'm used to. I have a vague recollection of being in a shipwreck once before, so I must admit, this is making me rather uncomfortable.

Fortunately, Ozma seems to be quite comfortable in the water, and is even able to wield his spear from within its depths, with such force that it can break walls!



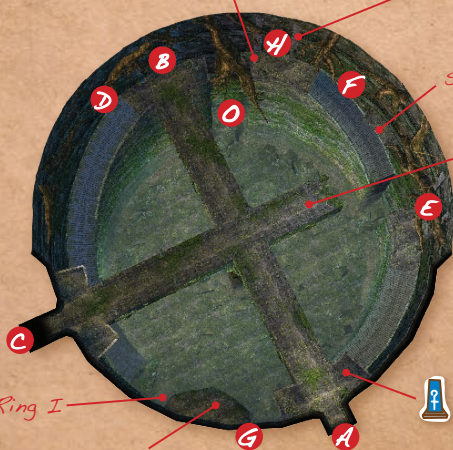
Case in point! Ozma can break down this wall with his personal action, flooding the chamber and allowing us to progress into the main area of the beasts' lair.



to Algon River Basin

Sacred Beasts' Lair: Mid

(next page)



Silver Axe

Iron Ore x10

Rower Ring I

Healing Tablet

Sacred Beasts' Lair



Another wall for Ozma to break. This one raises the water level in the main area, granting us access to the chambers on its east side.

Silver Ingot

Slate Fragment

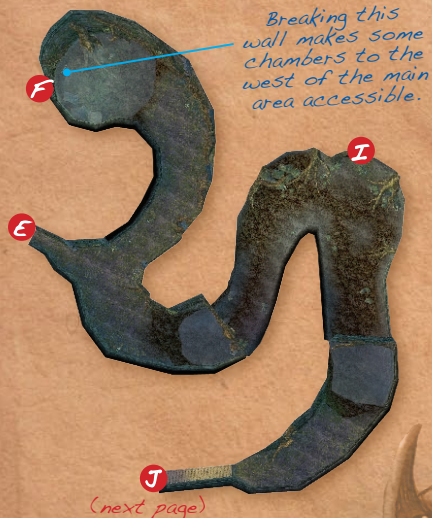
Honey Potion

Roda Droplet

500 G

Topaz

Yet another wall. This one raises the water level in the main area even more, granting access to the northernmost chamber (point H on the map).



Breaking this wall makes some chambers to the west of the main area accessible.

Sapphire x2

Slate Fragment





Water Dragon's Scales

The Water Dragon's Scales, obtained after defeating Volnake, are an absolute treasure, giving us the ability to swim freely underwater and hold our breath for as long as we want.

This unlocks numerous undersea passages and treasure chests that were previously inaccessible (both here in the Sacred Beasts' Lair and elsewhere in the Great Forest), including quite a few right in the main area.

(previous page)

BOSS – Volnake

Serpent of the Rapids



A giant serpent that inhabits the bottom of the lake. Stores large amounts of water in its body and releases it like arrows to overwhelm its foes.

LV	HP	STR	DEF
13	10200	135	105

It should be no surprise that an ancient, flooded beasts' lair is home to a sea serpent with a terrible disposition. Fortunately, its attacks consist almost entirely of water-spitting, which is slower and easier to dodge than the usual array of needles and light beams. Volnake does occasionally attack multiple times in succession, however, so before emerging from cover for a quick hit, we must make sure the volley of water jets has truly ended!

Tip: Due to its tall stature, aerial skills like "Rising Edge" can actually score multiple hits at once, helping cut down on combat time in what otherwise promises to be a rather protracted conflict.



K

J (previous page)



Strange Mass (50%)
Green Stone (50%)



Skill Ring I



Iron Ore (70%)
Silver Ore (30%)

There's a stack of breakable rocks here. Destroying two of them makes the passage above traversable, but destroying two more grants us access to a treasure chest.

Fortunately, if we then destroy the fifth and final rock, five more fall in from above, resetting the whole ordeal.

I have to watch for strong currents here! If we're not careful, we'll be washed away. Best to take our time and navigate this stream with utmost caution.



Slate Fragment

M (next page)

Power Tablet

More strong currents.
I have to pay careful attention to timing and avoid the sudden blasts of water by hiding out in the hollows along the wall.



Using the three Slate Fragments scattered around this lair, we're able to solve the puzzle and open this door.

Sacred Beasts' Lair: Mid

Iron Ore (70%)
Silver Ore (30%)

Strange Mass (50%)
Green Stone (50%)

(previous page)

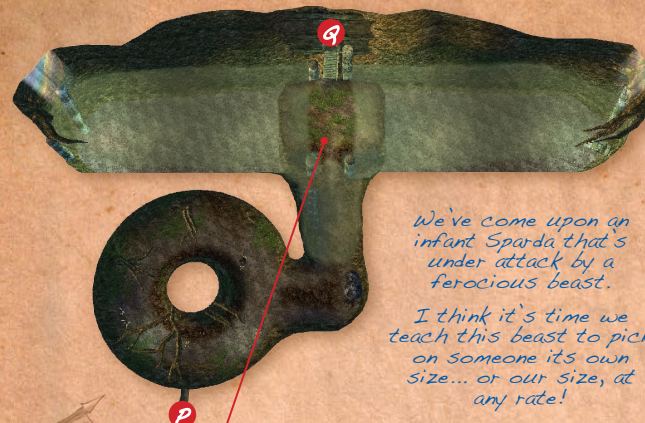
Strange Mass (50%)
Green Stone (50%)

Damaged Lumber (80%)
Sturdy Lumber (20%)

Bitter Potion

Knocking over this pillar will forge a new path into the main area.

(previous page)



We've come upon an infant Sparda that's under attack by a ferocious beast.

I think it's time we teach this beast to pick on someone its own size... or our size, at any rate!



BOSS – Angoraboras

The Gluttonous Tyrant



A large fish that serves as the master of the riverbed. Uses its many cannons to exert control over its foes, and engulfs prey with its large mouth.

Our final aquatic obstacle in the Sacred Beasts' Lair happens to be a two-stage challenge, with the first half of the battle consisting of an undersea chase. We're forced to swim away from the encroaching foe while dodging the exploding "Varchins" it spawns. Once it inevitably gets caught in the fallout of these Varchin blasts enough times, a land battle ensues. Our best strategy is to build up a stun by attacking its bulb – then, when it topples over, we can use its head to climb up onto its body and strike the weak point on its back!

Tip: When Angoraboras' bulb is glinting, Ozma's "Crag Spear" skill can be used to strike it from a distance, keeping us out of the danger zone.

LV	HP	STR	DEF
16	4190	162	83

It seems a "beast tamer" named Gadi's was responsible for this mess. Ozma tried his best to take him out, but was no match for his might.

Still, the matter is now resolved, and while Ozma remains unwilling to tell his people the truth about the Spardas, he now at least has someone other than me to blame for the poisoning of the river.

With the matter resolved and things at Selray slowly returning to normal, it's time Duren and I move on to our next adventure...



— RETURN TO CASNAN —

Due to the Algon River's unnaturally strong currents preventing explorers from crossing to the western side of the Great Forest, we've now mapped just about everything there is to map. We've decided to head back to Casnan City and report our progress to Governor General Griselda. Perhaps she has some idea how we can cross the river and continue our expedition.

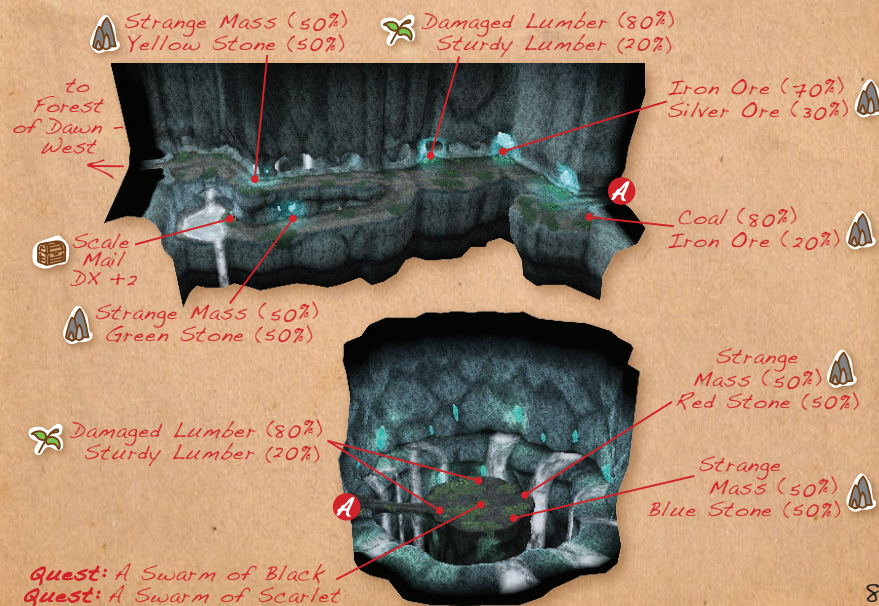
Forest of Dawn – West (Selray Side)

As long as we're headed back to Casnan, we may as well trek through this previously uncharted stretch of forest. Let's see what secrets it may hold (and fill in those last few blank spots on our map in the process!).



Jade Cave

The amazing thing about the Great Forest of Celceta is just how many beautiful locations its thick canopy conceals. If it weren't for all the monsters preventing tourists from surviving long enough to behold this view, the central chamber here would be one of the most stunning vistas in the entire region.



Quest: A Swarm of Black
Quest: A Swarm of Scarlet

— THE PRIMEVAL LANDS —

After collecting our reward, we immediately set about discussing possible options for crossing the river into what the Celcetan residents refer to as the "Primeval Lands." Duren leaves to check with his connections and see if he can find any leads, while I remain in Casnan to take on a few quests and further ingratiate myself to the locals. The head miner is apparently looking for a few good men to help mine for ore, and some local children seem to have set up a scavenger hunt game throughout the city, so personally, I think I got the better end of the deal.

After completing my quests, who should I run into but the Comodan huntress herself, Karna? It seems she wishes to join me and Duren in our quest, hoping she may find some clue as to her brother's whereabouts along the way.

Upon Duren's return, and with this very journal in hand (having been found by one of Duren's associates), we set forth back to the Algon River Basin in search of some "underground ruins" I apparently discovered there on my previous adventure. Ruins which run beneath the river, directly into the Primeval Lands...



Algon River Basin (North Side)

Since we're so close to Selray, we decide to stop by and check in with Ozma on our way to the ruins entrance marked in my journal. This time, we're met with smiles and warm wishes (and enthusiastic tickles from Zara, of course!)... but more than that, Ozma has elected to join us in our trek as well, having discovered evidence that suggests the beast tamer he seeks may have schemed to poison the river from its opposite shore - within the Primeval Lands.

We're a rather motley crew, but our combined strength makes us nearly unstoppable. I firmly believe we're now ready to take on whatever challenges the Underground Ruins may hold.



These symbols and nine "holes" are found at the hidden entrance to the ruins.

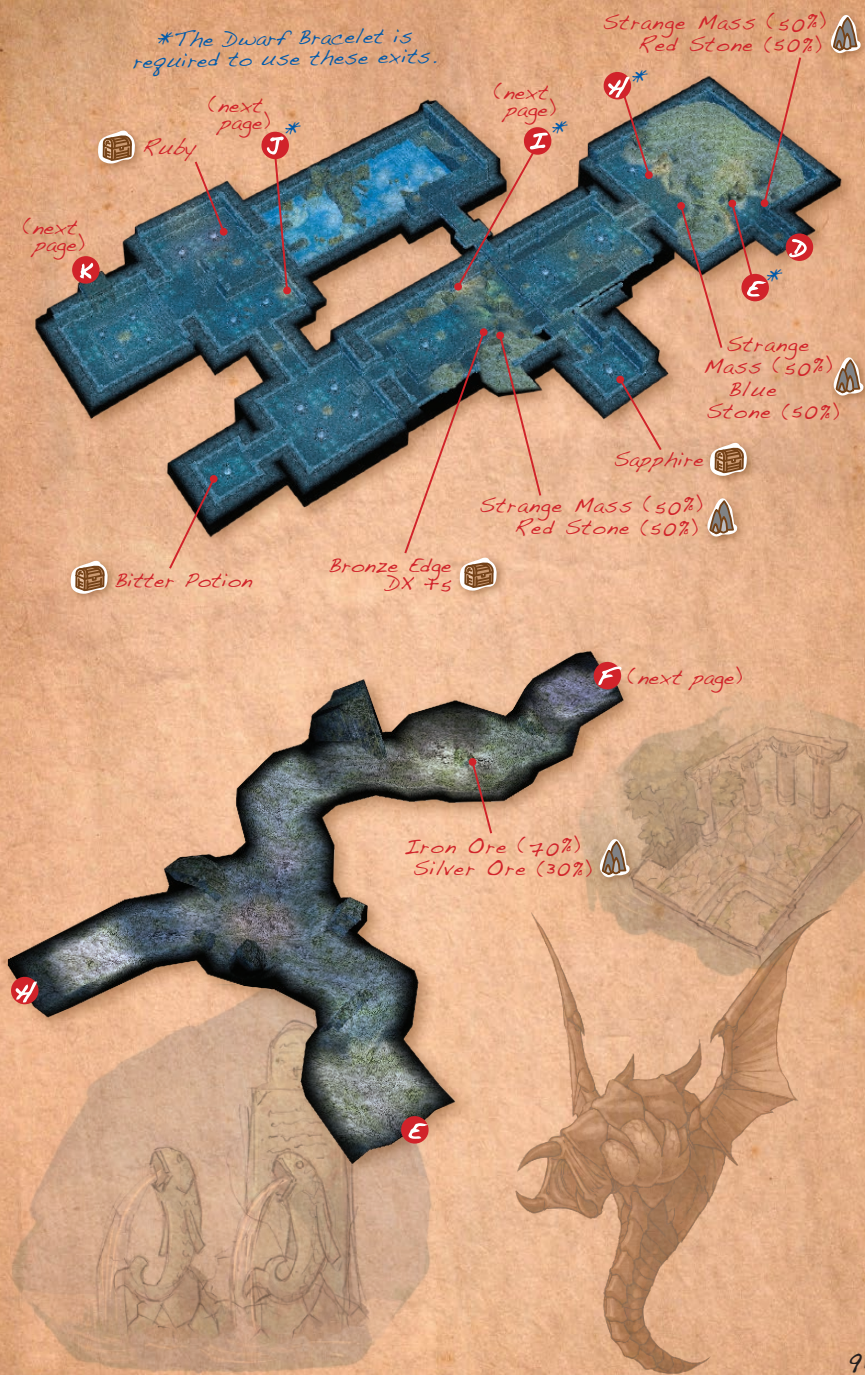
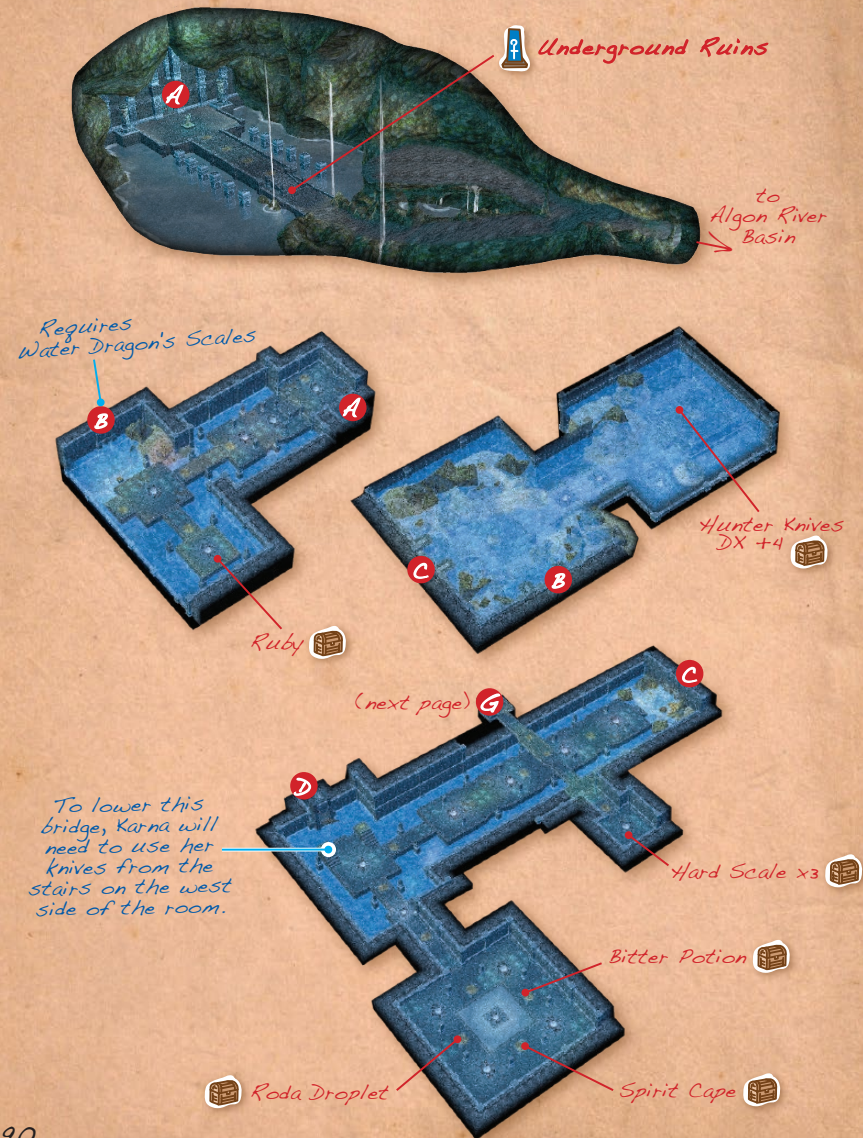


Pushing on different sections of this pattern seems to have an effect on all the surrounding symbols. The solution seems to be to push the symbols on the top, bottom, left and right, while avoiding the corner symbols altogether.



Underground Ruins

With the entrance found and the door opened, these ancient ruins are now ours to explore. The four of us enter, our hearts beating fast with the knowledge that a whole new land awaits us on the other side...



Requires Dwarf Bracelet
(previous page)

Coal (50%)
Strange Mass (50%)

(previous page)

(previous page)

(previous page)

to
Tranquil
Hill

Quest: Cries from
the Abyss

Underground
Ruins: End

(previous page)

BOSS – Elvaron The Blue Cavalier



A mechanical knight created in ancient times. Awoken from its long slumber, it regards anything that moves as a target to be eliminated.

LV	HP	STR	DEF
21	6600	230	117

The Underground Ruins have quite a guardian at their exit, and the only way to expose its weak point is to hack at its legs until it falls down. Remaining underneath its body while doing so safeguards us from the majority of its attacks, but it certainly doesn't like us being there and does its best to stomp us into the ground the whole time. These stomp attacks sometimes come on quite suddenly, too, so learning Elvaron's timing and erring on the side of excessive guarding seems to be a must. At 40% health, the mechanical beast becomes enraged and its weak point is permanently exposed, giving us ample opportunity to finish the job – but also putting us in more danger than ever.

Tip: After Elvaron turns red, a steady stream of Karna's throwing knives should work nicely for damaging it while we carefully dodge its attacks from afar.

— RECOLLECTIONS —

Tranquil Hill

We emerge from the Underground Ruins into a peaceful, quiet hillside cemetery on the opposite bank of the Algon River. We have succeeded in finding a path to the Primeval Lands!

Our joy quickly turns to confusion, however, as we encounter a gravestone that... can't possibly exist.

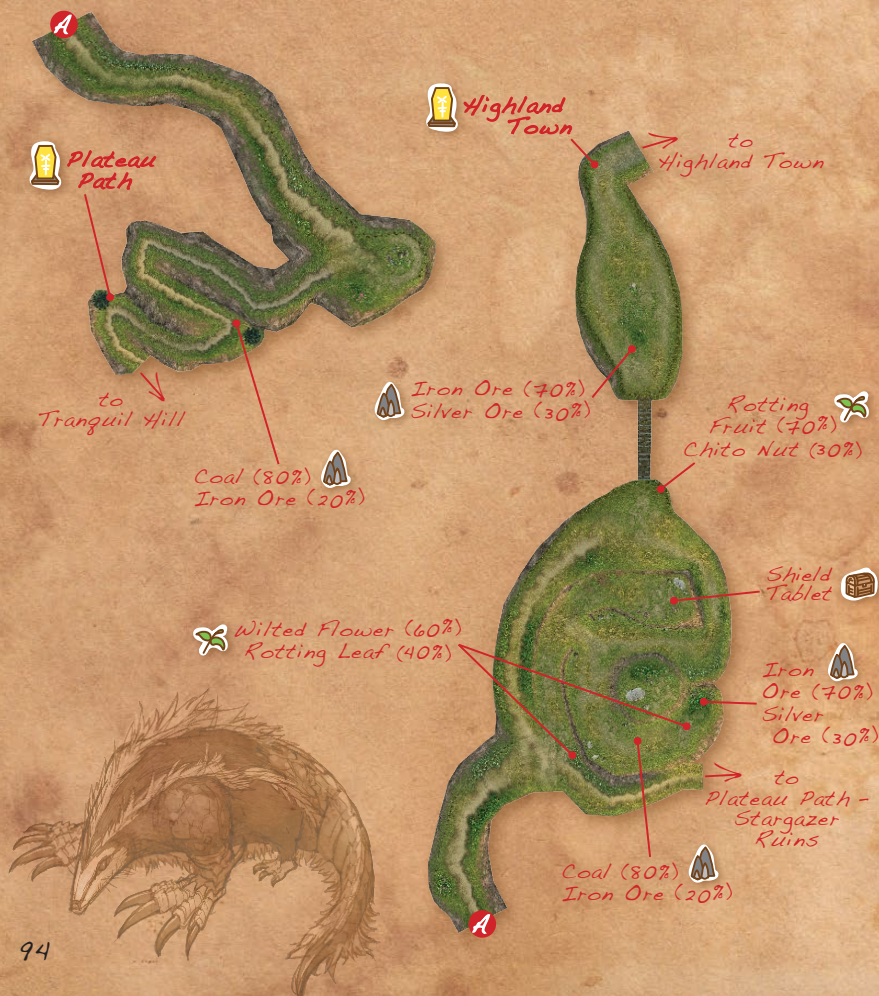
Fueled by a renewed desire for answers to the mountain of questions we have about this place, we proceed northwest, toward what I can only hope to be civilization.

to
Plateau Path

to
Underground
Ruins

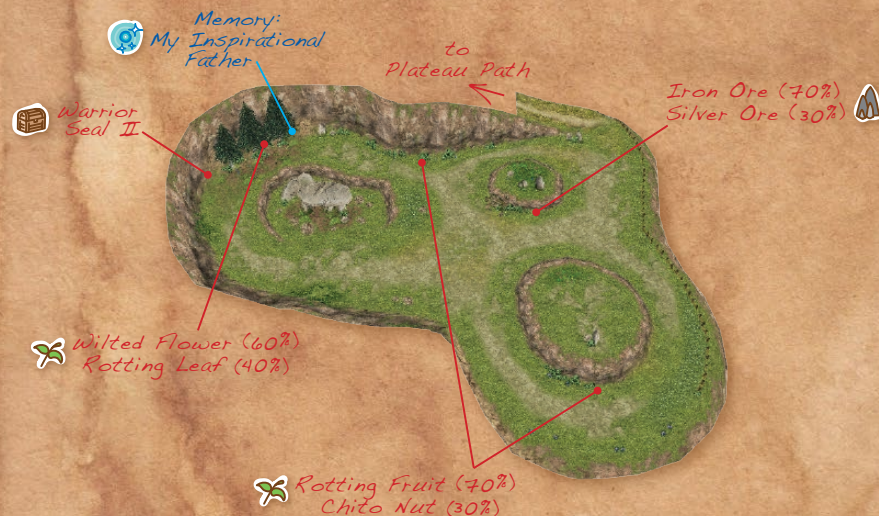
Plateau Path

This is the Great Forest no longer - rather, it seems to be a winding mountain road leading deeper into these mysterious lands. In the distance, a town can be seen (and a rather technologically advanced one, at that!), along with a familiar-looking tower surrounded on all sides by dark, imposing storm clouds. Something tells me we're getting close to the answers we seek...



Plateau Path - Stargazer Ruins

Diverting from the main path, we find ourselves in a set of old ruins from which the stars would surely appear brightest and at their most majestic come nightfall. After thoroughly exploring it and acquiring some valuable new treasures, we return to our original course toward the nearby settlement.



Highland Town

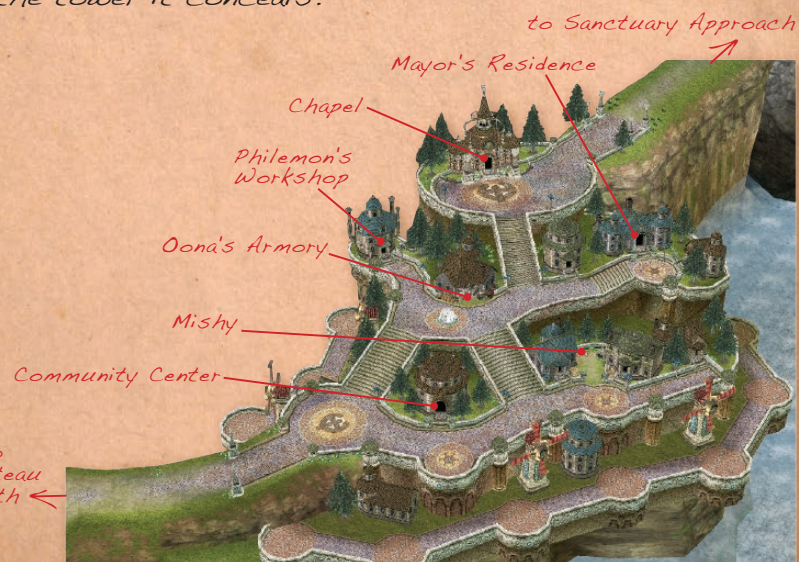
Half-expecting to be arrested again upon stepping into the town square, I'm instead treated as if I'm a ghost. Apparently, the residents of this town are under the impression that I died several weeks back - which must mean I'm getting close to the incident that cost me my memories!

Young Calilica, daughter to Mayor Aaron, was kind enough to put us up in her home, though we've been forbidden from exploring the town and doubly forbidden from leaving through its north gate. Something very strange seems to be going on here...

Come nightfall, I decided to tour the streets for myself (despite the mayor's wishes), coming upon the local chapel and meeting (again) a young woman named Leeza. From her descriptions, as well as the few scant memories I've been able to recall, I'm developing an increasingly detailed mental image of a local "deity" named Eldeel.

A deity who has taken ill, it seems.

With this knowledge in mind and countless unanswered questions left to pursue, my companions and I briefly return to Tranquil Hill, then engage in another late-night escape from the mayor's mansion in order to head farther north, toward the Sanctuary of Storms and the tower it conceals.



SHOPS - HIGHLAND

Oona's Armory - items for sale

Category	Item	Price	Availability
Swords	Claymore	7500	Highland Chapter
Fists	Heavy Gauntlet	8000	
Knives	Feather Knives	7300	
Spears	Trident	7600	
Maces	Prism Mace	7600	
Armor	Lamellar Armor	7500	
	Amber Coat	7000	
	Cerise Cape	6800	
Consumables	Honey Potion	100	
	Bitter Potion	1000	
	Antidote Powder	100	
	Anti-Paralysis Powder	200	
	Roda Droplet	1000	

Oona's Armory - items for trade

Category	Item	Traded For	Availability
Mineral Ore	Iron Ore	Coal x 10	Highland Chapter
	Silver Ore	Iron Ore x 10	
	Gold Ore	Silver Ore x 10	
	Green Stone	Strange Mass x 10	
	Yellow Stone	Strange Mass x 10	
	Red Stone	Strange Mass x 15	
Beast Materials	Blue Stone	Strange Mass x 15	
	Soft Fur	Strong Hair x 5	
	Fluffy Fur	Strong Hair x 5	
	Fierce Beast's Claw	Sturdy Bone x 6	
	Sturdy Bone	Brittle Bone x 10	
	Sturdy Hide	Damaged Hide x 10	
	Sturdy Shell	Cracked Shell x 10	
Plant Materials	Strong Hair	Split Hair x 10	
	Clear Liquid	Filthy Liquid x 10	
	Sturdy Lumber	Damaged Lumber x 10	
	Fresh Leaf	Rotting Leaf x 10	

There exists a mysterious creature named "Mishy" who's said to bring good fortune to all who encounter it, and even better fortune to those who earn its audience. It is, however, a most elusive being who tends to run from humans whenever they draw near, making such an audience most difficult to achieve.

We have seen Mishy, however, and tracked it across the whole of Celceta. And it was here in Highland that we first encountered it, after the events in the Tower of Providence.

The following chart lists all the locations where Mishy was spotted, in order of appearance.

Highland	Near the back entrance to the animal pens.
Selray	In the waterlogged area just left of the village entrance.
Casnan	On the lookout ledge along the top of the city wall.
Comodo	In the pikard pen.

That's the last we've seen of him in Celceta so far, though something tells me we'll run into him again before our quest is through...



QUESTS – HIGHLAND

Unleashing Artifacts		Client: Philemon
Availability:	Added: After clearing Highland chapter. Removed: Never.	
Summary:	Learn about and facilitate the unleashing of artifacts.	
Progression:	<ul style="list-style-type: none">• Speak with Philemon to learn about unleashing.• Return with 1 Emerald and 1 Topaz.• You will now be able to unleash artifacts at any time by speaking with Timali.	
Reward:	Dwarf Bracelet+	

Purchasing Silver		Client: Oona
Availability:	Added: After clearing Highland chapter. Removed: Never.	
Summary:	Sell 3 Silver Ingots.	
Progression:	<ul style="list-style-type: none">• You have the opportunity to negotiate an additional barter here on top of the sale price. If you push your luck too far, however, Oona will cancel the sale altogether and you'll fail the quest.• When given the chance, say "More!" to be offered a Honey Potion.• Continue refusing Oona's offers and she'll continue upping the value of them. However, the Hammer Beak is her final offer. If you turn that down, the quest will end in failure.	
Reward:	10000G + Honey Potion, Bitter Potion, Soft Fur, Fierce Beast's Claw or Hammer Beak	

Wayward Guardians		Client: Mariana
Availability:	Added: After clearing Highland chapter. Removed: Never.	
Summary:	Defeat 5 Ruzaslapes in the Sanctuary of Storms.	
Progression:	<ul style="list-style-type: none">• Defeat the five mechanical guardians located in the middle section of the Sanctuary of Storms.• Report back to Mariana when successful.	
Reward:	5000G	

Signature Collector		Client: Ethan
Availability:	<p>Added: After Frieda joins your party.</p> <p>Removed: Never.</p>	
Summary:	Help Ethan collect signatures from people with Q, U and Z names.	
Progression:	<ul style="list-style-type: none"> • There is one character each in the entirety of Celceta who has a first name beginning with Q, U or Z. • “Quincy” can be found in Casnan, in Billy’s Curios. • “Ursula” can be found in Danan, outside. • “Zara” can be found in Selray, inside the assembly hall. • Return the completed notebook to Ethan. 	
Reward:	Celcetan Flower x 2	

Cries from the Abyss		Client: Cordelia
Availability:	Added: After clearing Elduke chapter. Removed: Never.	
Summary:	Exterminate beasts in the Underground Ruins.	
Progression:	<ul style="list-style-type: none">• Locate the beast known as “Comragov” in the Underground Ruins and defeat it.• Note that Comragov will be accompanied by 6 Complerras, leading to some difficulty in numbers. Focus on Comragov, though, as the Complerras are relatively weak, making them little threat.• Report your victory to Cordelia.	
Reward:	25000G	

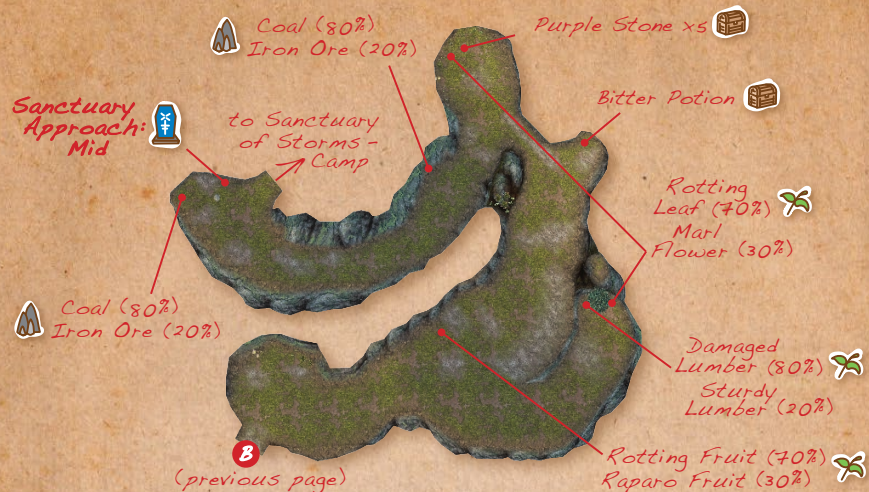


— THE SANCTUARY —

Sanctuary Approach

I must confess, it is astoundingly eerie to be wandering this mountain path with such fierce storms in such close proximity. The air is electrified and the monsters are particularly ferocious. I hope sneaking out of town was the right thing to do, but I don't regret doing it - more than anything, I look forward to the answers I may be able to learn from this mysterious Eldeel...





Sanctuary of Storms - Camp

We're so close to the storms now, our hair is standing on end. The rain has begun to pick up as well, and we're all exhausted from our trek through the Approach. We decide to set up a tent here and rest before braving the final stretch to the tower - Spirit Tree Sapling or no.

This is, truly, the calm before the storm.



to Sanctuary Approach

Sanctuary of Storms

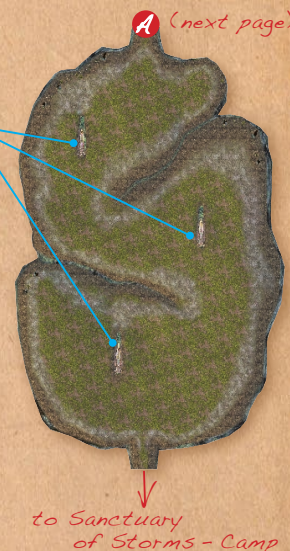
Such intense lightning, with such incredible frequency... This can't be a natural occurrence!

Unsurprisingly, we're struck down almost instantly upon setting foot within these massive stone shelves. It's a miracle we survive the encounter; indeed, I don't recall how we make it back to the campground alive, but we do.

There, Karna senses a presence which turns out to be Calilica. The little girl from Highland followed us out here in secret, claiming to be curious as to our activities while in actuality harboring concerns about Eldeel's illness. She wishes to join us (or rather, insists upon it), and claims that she can use her rod to activate machinery within the stone shelves that will shield us from the lightning.

With her help, the tower may yet be reachable!

These obelisks act as lightning rods, but require a very specific jolt to be activated - a jolt only Calilica can provide. In addition, they stay erect for only a very short amount of time, necessitating that we hurry from one obelisk to the next as quickly as possible if we wish not to be struck by lightning again.





The middle section
of the Sanctuary
shows traces of
machinery upon its
rocks, suggesting that
if the storms weren't
raging, we might have
company here...

- **Quest:** Wayward Guardians



There seems to be no way of reaching the exit to Table Mountain safely while the storms are in effect. We'll have to come back here later.



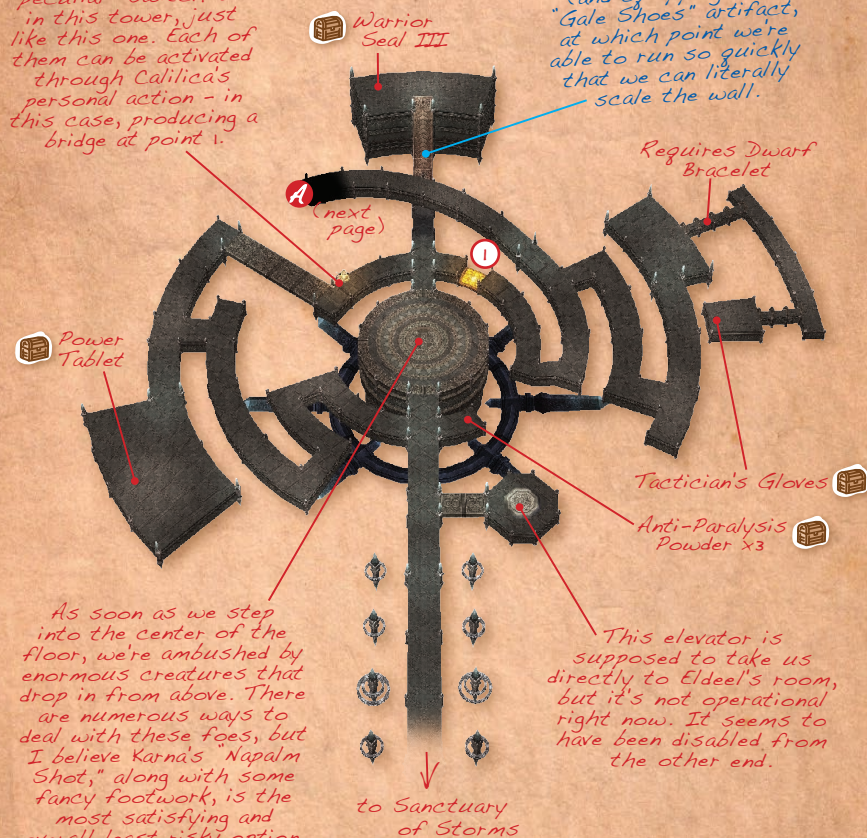
Tower of
Providence

At long last, we reach Eldeel's tower. Unfortunately, it seems our shortcut to the top has been cut off. We may have no choice but to climb the entire height of this massive structure.

There's something oddly nostalgic about scaling an imposing spire full of deadly monsters. Must be another remnant of my "previous life"...

There are numerous peculiar "switches" in this tower, just like this one. Each of them can be activated through Calilica's personal action - in this case, producing a bridge at point 1.

This treasure area becomes accessible only after acquiring (and equipping) the "Gale Shoes" artifact, at which point we're able to run so quickly that we can literally scale the wall.



As soon as we step into the center of the floor, we're ambushed by enormous creatures that drop in from above. There are numerous ways to deal with these foes, but I believe Karna's "Napalm Shot," along with some fancy footwork, is the most satisfying and overall least risky option. We must be careful not to let them surround us, however, or the battle is sure to be lost!

This elevator is supposed to take us directly to Eldeel's room, but it's not operational right now. It seems to have been disabled from the other end.

The effect of this particular switch is most peculiar, as it rotates the entire middle section of the floor. There are three possible positions, each granting access to one specific wing of the tower only.

This switch produces a bridge at point 2. The treasure chest beyond it, however, may not be quite what it seems...

Roda Droplet

This switch removes the gate at point 3, granting us access to the eastern wing of the floor.

This switch produces a bridge leading to the rest of the floor, but is guarded by two mechanical gargoyles known as "Gelgrarga." These creatures don't go down very easily, but do possess a notable weakness to Callica's attacks. Her "Power Swing" skill is particularly damaging to them.

Cerise Cape +8

The key here is to activate only two of the three switches, ignoring the one on the far left. Activating all three will only serve to our detriment.

Catholicon x3

This switch extends permanent bridges to all three wings from the center platform, making traversal of this floor much more convenient.

These two switches, when both are activated, produce a bridge at point 4.

Azure Scale Amulet

Tower of Providence: Mid

Gale Shoes (after defeating boss)

Celcetan Panacea

BOSS - Krell-Emecia Guardian of the Storms



If you should ever encounter this guardian on your own, dear reader, take my advice: Never assume it's been destroyed, as it has a rather nasty habit of repairing itself!

The first time it attacks us, it's not Krell-Emecia itself with which we need be concerned, but rather the "Litonileah" nodules that supply it with energy. These nodules are protected by energy shields, requiring us to use skills or attack from a distance while dodging "Zandabal" attack droids the whole time.

A magical machine in charge of protecting the Tower of Providence. Uses the electrical energy within it to endlessly pursue intruders, ceasing only when either predator or prey has been completely terminated.

LV	HP	STR	DEF
24	5220	228	138

Kaiser Potion

And of course, defeating the thing proves only to enrage it. It's fortunate we were able to acquire "Gale Shoes" from the previous battle, as we'll need them to dodge Krell-Emecia's energy discharges while ascending this winding passage. Our reflexes will surely be tested to their limits here!

(next page)

Activating this switch produces a long bridge leading farther up the tower, but it only lasts for a short while. We'll need to use the Gale Shoes to run across before it collapses. Fortunately, falling (once, at least) may be beneficial, as a Life Elixir awaits us on a pedestal below, accessible only by taking this plummet.

Anti-Paralysis Powder x3

Sapphire x2

Skill Tablet x2

This platform serves as a one-way elevator up from below. The elevator can be called by activating the switch at point 5 on the map at the bottom of this page, after dropping down from the collapsing bridge to the left.

Purple Stone x5

E (previous page)

Life Elixir

This switch temporarily lowers the gate at point 7, but triggers numerous booby traps along the passage leading to it. Because it's open for such a short amount of time, we'll need to use the Gale Shoes to reach it, but because of the booby traps, we'll need to ensure our timing is perfect.

There is a release switch beyond the gate which permanently opens it and disables the traps, making our escape from the area significantly easier.

Roda Droplet

Prism Mace +6

This switch lowers the gate at point 6.

Tower of Providence: Top

Elevator to first floor

BOSS – Krell-Emecia (second encounter)



As we face this construct again (and it is, of course, fully repaired and stronger than ever), we're forced to deal with its dual arms as well. These regenerate shortly after being destroyed, and Krell-Emecia spawns a devastating energy ball each time we manage to take them both out, so we decide it would be best to ignore them and focus on the guardian itself instead.

At 0 HP, it "sheds its skin" (and its arms) and attempts a last-ditch volley of fast-paced attacks as a tiny machine core. The only real break in the action occurs after it fires its beam weapon, forcing us to use that split second of downtime to our advantage and turn this anachronistic creation into scrap metal.

Tip: As always, ranged attacks prove the true key to an easy win. Karna may not hit hard, but her speed – and her devastating "Napalm Shot" – are tremendously advantageous here.

LV	HP	STR	DEF
28	8510	272	151



Exit to
Balcony



It's here where the maps and notes initially found in this journal come to an end, leading me to believe that I must be getting extremely close to the point where my memories were lost.

For the sake of preserving historical context, I've elected to continue chronicling my adventures in another book at this time, leaving you to wonder what awaits me next just as I do.

I am aware that should this be the only book which survives me, the mysteries of Celceta may never be solved - but then, isn't that what makes mysteries so intriguing in the first place?

Drawings Commissioned for Me by My Friend Dogi

These were added to this journal toward what I can only assume to be the end of my life, as mementos of the lovely women I've met or read about during my travels. Each was commissioned by my good friend Dogi to help get me through tough times in prison, or at the bottom of the ocean, or trapped in a monster's lair, since such occurrences happen with far greater frequency than one might expect.

I consider these to be among the most treasured gifts I have ever received, as each depicts one or more visions of beauty for whom I bear a deep, personal affection or harbor an intense, historical fascination.

To any future generations beholding these paintings, it is my hope that they be thought of and appreciated as works of high art, representational of times, places and people that helped shape this world in one fashion or another (and gave this 62-year-old man something to gaze upon, to help him feel young again during these long, cold, lonely nights).



TIA & MAYA
YS SEVEN



FEENA
Ys I & II Chronicles



STADIUM
Felghana
TERRA & NIENA
Ys V: Lost Kefin, Kingdom of Sand &
Ys VI: The Ark of Napishtim

Ediz

Greek

Xandria

ZAVA & BAM
Ys Origin & Ys: Memories of Celceta





LILIA
Ys I & II Chronicles



ELENA
Ys: The Oath in Felghana



OLHA & ISHTA
Ys VI: The Ark of Napishtim

TEAM ALTAGO
Ys SEVEN: AISHA,
MISHERA and CRUXIE



FEENA & REAH
Ys I & II Chronicles





KARNA
Ys: Memories of Celceta



RIESZ
Ys I & II Chronicles



LEEZA & CALLICA
Ys: Memories of Celceta



